

If you eVer want
to see Zine Register

again, put \$2 in unmarked

bills in an envelope

and meet us at midnight

No police or we shoot the editor!

Zine Register #24

the late, lamented directory of all the Diplomacy hobby's publications

edited (at long last!) by Pete Gaughan
1236 Detroit Avenue #7, Concord CA 94520-3651 USA

price: \$2 in North America, \$4 overseas

Editor's Notes

15 June 1995

Dear Hobby,
I'm sorry!

Last summer, after *Zine Register* 23, I said the next issue would be out in June 1995. Then, last winter, I thought I'd move that up and try to get it done by March 15. Well, I was right the first time—or, ZR is now three months late. Take your pick, either way it's been too long. Clearly the hobby needs ZR to be produced more than annually, and my instinct last year was correct that I couldn't do it that fast.

But here it is, and it's been a tough year since the last issue. A few key events of the year:

The biggest was the death of Fred Hyatt. Not only was Fred a major GM and designer of the popular variant *Colonia*, he was a personal friend to many East Coast Dipsters.

There was no CanCon in Toronto, for the first time in many years. It seemed to mark the bottom of a recession cycle in the local Dip circle, which may be recovering (with talk of organizing cons there this year, and the return of Doug Acheson to print).

Literally dozens of zines folded, including some of the biggest, from *Upstart* (which was already in the process of disappearing last summer) to *Rebel* (which was announced just this month). Things seem to have sorted themselves out—it's been long enough now for most of the missing that readers have given up expecting them to show up in mailboxes. This was not a bad thing!—the average zine is healthier today, GMs aren't finding it as hard to fill gamestarts, and players have more security that their games will be finished.

Electronic media became more and more prevalent. Of the new zines begun in North America in the past year, half (4 of 8) are electronic *only*—either email, or download. The British hobby was more successful at starting up new postal zines, and didn't have the kind of losses zinc-wise that we faced here.

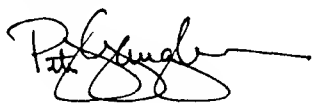
DipCon went to DixieCon again, and was granted to AvalonCon for this summer. WorldDipCon was a successful con, but a failure as a foundation for an ongoing event, and disappointing as a competition due to the team play of the French.

Just in time for this publication, *Diplomacy World* reappeared under the new leadership of Douglas Kent. The Whining Kent Pig's efforts at world diplomatic domination seem nearly complete. He still does not control either zine directory (this one, nor Britain's *Mission from God*, which like ZR is changing hands), nor any of the major polls, but these are mere mopping-up operations in a war that's already won.

Trade and subscription info is in the box on page 22.

Once again I thank everyone who has been supportive of *Zine Register*, under all its various editors. I think it's an important thing for the hobby to have, and I only wish we had more zines and more reviews to present to you. I encourage each of my fellow hobbyists to support their GMs—make it as easy for them to serve you as you can, so they'll be able to stay about their work for as long as possible.

Michael Lowrey is now in charge of ZR. I hope every editor of every zine in the US and Canada will trade their zines to him for ZR. He'll probably aim for producing the next issue in February or March of next year (details on page 26). I look forward to a more vital, more relevant *Zine Register* than ever before.



.....Pete Gaughan

HOBBY SERVICES

RECORDKEEPING

• **Boardman Numbers:** W. Andrew York, Box 2307, Universal City TX 78148-1307; email BNCYork@aol.com

A unique number is assigned at the start of each postal game of Diplomacy, to identify it in reports. Zine: *Everything*. The BNC issues and records these numbers, and supervises his assistants in the following areas:

• Francophone Europe: Jean-Yves Priou, 16 Rue de Châteaudun, F-94200 Ivry, France.

• U.K.: Steve Doubleday, c/o The Old Vicarage, Bruntcliffe Road, Morley, Leeds, LS27 0JZ, U.K.

• Germanic Europe: Thomas Franke (see *Diplomat*)

• Scandinavia: Per Westling (see *Lepanto 4-Ever*)

• Internet: Nick Fitzpatrick, nick@sunburn.uwaterloo.ca

• **Miller Numbers:** Lee A. Kendter Jr., 1503 Pilgrim Lane, Quakertown PA 18951

Keeps similar records for games of Diplomacy variants. Zine: *Alpha & Omega*. Co-ordinates keepers of several Variant Banks:

• Belgium: Miguel Lambotte & Jef Bryant (see *Spice of Life*)

• Germany: Konrad Dolata, Hermann-Löns-Weg 34, D-5650, Solingen 11

• Italy: Eddy Mattei (see *Compendio ars Diplomatica*)

• Scandinavia: Per Westling (see *Lepanto 4-Ever*)

• U.K.: Mark Nelson (see *Variants & Uncles*)

Other games have similar recordkeepers:

• **Empire Builder:** Eric Brosius (see *ark*)

• **Machiavelli:** Chris Hassler (see *Niccolo*)

• **Railway Rivals statistics:** Tony Robbins, Lincoln House, Creaton Rd, Hollowell, Northants NN68RP, U.K.; email tony.robbins@brookes.ac.uk

• **RR numbers:** Paul Gardner, 5 Timber Lane, Brattleboro VT 05301

• **Snowball Fighting:** Pete Gaughan (see *Perelandra*)

• **United:** David McCrumb (see *The Appalachian General*)

SERVICES

• **Game Openings:** see *Pontevedria*

• **International Subscription Exchange:** to swap monies between the following regions, write to:

• North America: Jim Burgess (see *The Abyssinian Prince*)

• U.K.: Iain Bowen (see *Y Ddraig Goch* in Second String section)

• Australia: John Cain, PO Box 4317, Melbourne Univ. 3052

• **Orphan Service:** for games whose GameMasters have given them up, write to Phil Reynolds (see *Akrasia*)

• **PDORA:** (auction for hobby causes) Doug Kent (see *Maniac's Paradise*)

PUBLICATIONS

• **Census:** listing of all Diplomacy players and GMs, from Tom Howell (see *off-the-shelf*)

• **Meinel's Encyclopedia of Postal Diplomacy Zines:** every postal zine known, from the beginning in 1963 to July 1992. from Jim Meinel (see *The Prince* in Second String section)

• **The Game of Diplomacy:** by Richard Sharp, now out of print but photocopies available from Fred C. Davis, Jr., 3210-K Wheaton Way, Ellicott City MD 21043.

• **Diplomacy A-Z and Variant A-Z:** glossary and encyclopedia of the hobby's history, edited by Mark Nelson. accessed by computer, via anonymous ftp at nda.com under: /pub/diplomacy/Documents . *Diplomacy A-Z* also available for \$2 in North America from Pete Gaughan (see *Perelandra*)

• **Novice Packets:** guidebooks, collections of articles on how the hobby works, how to play the game, and how to publish a zine. *Masters of Deceit* is free from Tom Mainardi, 45 Zummo Way, Norristown PA 19401; *Supernova* is free from Pete Gaughan (see *Perelandra*)

POLLS AND AWARDS

- **Runestone Poll:** the annual popularity contest in North America. run by Eric Brosius (see *Roar of the Crowd*)
- **Zine Poll:** the annual British contest, run by Ryk Downes, "Sharic," 63 Hirst Wood Rd, Saltaire, Shipley, W. Yorks BD18 4BU, U.K.
- **Marco Poll:** alternative "Top Five" poll for North America, run by Bob Acheson (see *The Canadian Diplomat*)
- **Hobby Awards:** serious honors voted each summer, run by David McCrumb (see *The Appalachian General*)

Zine Register REVIEWERS & REVIEWS

Throughout *Zine Register* these folks have written the comments you'll see:

JBJef Bryant
PB.....Paul Bolduc
BC.....Brian Cannon
PJG.....Pete Gaughan (ZR editor)
JH.....James Hardy
TH.....Tom Howell
RL.....Robert Lesco
BM.....Brent McKee
PR.....Phil Reynolds
RS.....Robert Stimmel
AY.....W. Andrew York

My thanks again to all of you, and especially to Andy York for his tireless support of this publication! Others who didn't write reviews were nonetheless indispensable in keeping me up to date on zines I didn't see.

In the data sections, keep a couple of things in mind. If an editor doesn't list a price for a sample, assume that a couple of stamps would be appreciated to get a look-and-see copy. Frequency is how often the *typical* issue is produced. Latest issue seen is usually the most recent copy received here at ZRHQ, but in a few instances I've updated that to include an issue reported to me by another editor. Readers were unanimous last year in wanting games offered and running separate, and in fact there was a large plurality in favor of printing gamefee info as well. However, if I did that now none of it would be up to date, so that much detail will have to wait for Michael's regime.

Keywords

Most are self-explanatory, but a few use special definitions:

chat: any non-game content, usually including articles, editorials, letter columns, reviews and other text

email: can mean the zine is distributed by email OR (more commonly) accepts orders and letters by email, or both

fannish: discusses the hobby itself, its people and its politics (metaDiplomacy). Others use a wider definition, which is "chatty, informal, or personal."

laid-back: usually refers to speed of publication, but again I allowed a lot of leeway for editors to define themselves here

multi-games: offers games from more than one category, such as Diplomacy and railroad games, or Dip variants and United warehouse: games only, or pretty much so

International Coverage

I've cut back considerably on the foreign-language information but rest assured, it's still there. There are three active zines in France, two in Switzerland and one in Belgium all in French (plus *Dipsomania* in English and French); there are a half dozen zines in Norwegian or Swedish; and hundreds in German (information on these can be found in *Interzine* and *PBM'95*, see the Main List for details). The Italians have, through the efforts of Luca Barrontini and Eddy Mattei, made many contacts with overseas players through their English zines (see *Compendio ars Diplomatica*).

I can help interested players find specific zines and editors if you'll contact me for more information.

Computer Accesses

America OnLine

Type keyword PBM, then follow: PBM & Strategy Messaging; Diplomacy Depot. (see *Cyberdip* in ZR's Main List)

CompuServe

Type GO PBMGAMES and look in Section 7 for *The Armchair Diplomat* (regular Dip), *The Eccentric Diplomat* (variants), and *Electric Trains* (railroad games).

Delphi

Under Groups and Clubs, enter "GameSIG" forum. Read the general messages for Diplomacy announcements or Search for 'Diplomacy.'

GEnie

The GEnie Diplomacy crowd is a hearty one. We conduct human-moderated games constantly, in Vanilla European as well as many variants. GEnie has historically always been the most well-represented group at Avaloncon every year, putting up a great showing. GEnie Dip can be found on page 805, Scorpio's RoundTable, Category 23.

Internet

There are two main ways to participate: discussion and play. For discussion, read USENET's newsgroup rec.games.diplomacy. If you have no access to newsgroups (and many commercial services now provide that) but have email, you can send and receive posts to the group by subscribing to a listserv as follows:

send email to: listserv@mitvma.mit.edu
body of message: subscribe dipl-l <your name>

To play Dip with others on the Net, sign up with one (or more) of the Judges, automated programs which adjudicate games and distribute mail among players. The judges are:

judge@ugcs.caltech.edu (California)
judge@cs.umanitoba.ca (Manitoba)
judge@morrolan.eff.org (Massachusetts)
judge@math.utoledo.edu (Ohio)
judge@shrike.und.ac.za (South Africa)
judge@intertv.com (Virginia)
judge@msn.fullfeed.com (Wisconsin)

To register, send email to a judge with "help" as the body of the message. The judge will send an introductory document back; follow the instructions at the end to register. To get a list of game positions available, both starting and standby,

email to: brad@cfar.umd.edu
Subject: Openings list please
message blank

Most Dip-related documents (FAQ, Hall of Fame of Internet players, end-of-game statements) are available by anonymous ftp to:
ftp://ftp.ugcs.caltech.edu/pub/diplomacy/WWW/dip/dip_index.html

The FAQ for r.g.d is available by ftp at rmii.com in [/pub2/diplomacy/rec.games.diplomacy.FAQ.1](ftp://pub2/diplomacy/rec.games.diplomacy.FAQ.1) and [rec.games.diplomacy.FAQ.2](ftp://pub2/diplomacy/rec.games.diplomacy.FAQ.2). The latest version of the FAQ can also be retrieved by email. Mail starkey@rmii.com with "FAQ request" in the subject and the FAQ will be mailed to you. This document is really key—it contains everything you need to connect to Dip on the Net, but check the update-date to be sure you're looking at the current edition.

World Wide Web

The judge information file list is now located at:
<http://www.ugcs.caltech.edu/~roustk/judge/data/flist.html>

The Main List

Absolute!

Paul Kenny, 75-A Maple Avenue, Collingswood NJ 08108-1008,
USA; home phone: (609) 869-3160

price: 55¢/issue (included with game fee) cost of a sample: 55¢
circulation: 65 frequency: five-weekly

format: 22 open pages latest issue seen: 12 June 1995 (#41)

first published: April 1991 as zine (August 1987 as subzine)

games offered: Diplomacy (\$5), Imperial Starfire (free), Bhearna
Baoghail (vt)

games running: Diplomacy, Gunboat, Computer Gunboat
(adjudicated by program), Anarchy Dipkeywords: chat, multi-
games, variants, service zine, hobby news, Buffalo wing

Absolute!/Standard Deviation is articles, chat, letters from the readers regular or occasional, and couple of columns. The Editor-in-Chief tries to make a zine friendly to new players and new publishers. 40% of *Abs* readership was introduced to the hobby through this zine.

Abs/SD includes a letter column; Regular Dip and variant Dip games; Andy Bingnear's "Beer Hunter;" Sandy Styles' "Sandy's Slapshot" hockey review; Ken Walker's "Historical Spotlight;" Steve Cameron's review on games, "Steve's Spot;" hobby news, and Irish news including the continuing struggle of the Volunteers versus the foreign military occupation and their cronies.PK

The place for Northern Ireland news not tainted by the BBC. Paul does a great job of putting a different slant on the information you hear about the situation there. Besides that, he has a good lettercol and some excellent subzines (particularly Historical Spotlight). Take a look at this one, you'll most likely be hooked. Now, will he ever get that Paintball game going?AY

One of my favorite zines until recently. Paul has been making some bad policy decisions as a GM. They're enough to make me wonder if I want to play here anymore, despite Paul's likeableness, good variants and a variety of reading material.PR

This is one of the last places in the hobby where team effort and subzines are still the rule. Paul is properly proud of his writers; it's normal for his masthead to have a half dozen names and the people there are never in honorary positions. History, politics and especially the history and politics of Ireland are the theme, but to really get the most out of *Abs* you should also like variants and it helps if you enjoy hockey!PJG

The Abyssinian Prince

Jim Burgess, 664 Smith Street, Providence RI 02908-4327, USA;

home phone: (401) 351-0287; email: burgess@world.std.com

price: 50¢ or \$5.00/12 (double prices overseas) cost of a sample: free
circulation: 60 frequency: three-weekly

format: 24 open pages first published: March 1984

latest issue seen: 10 May 1995 (#159) games offered: Diplomacy

keywords: chat, variants, e-mail, speedy, international, fannish

This szine attempts to be the best music chat szine in U.S. Dipdom, one of the last remaining sources of fannish press, and an interface between the Internet e-mail and postal Dip hobbies.JB

This zine is arguably the best cross-over zine between the Internet and PBM Dip hobbies. The zine is available in both formats (maps excepted) and it carries commentary from each arena in its pages. The games are well run and enjoyable. I quite like this one.AY

One of my favorite zines for a long time. The games are well-run, featuring very skilled players and good press banter. Give Jim a lot of

credit for the latter. Published like clockwork, it is a good source for hobby news and discussion.PR

Jim continues to remind me that the 'turnaround' figures I have for him aren't accurate; he sends players' copies right away, and mails subscribers' & traders' copies whenever he gets around to it. I dislike this policy in the extreme, since it limits my ability (as a reader) to respond before the next issue's deadline. However, as a player it means you get regular response to your turns and you never need to write conditionals (retreat and build seasons take just three weeks in the midst of the six-week Spring/Fall deadlines).

Once a bit gonzo in the Bernie Oaklyn/Terry Tallman tradition, *TAP* has mellowed a lot into a town bulletin-board style, where postal players can read about emailers' doings (there seems to be far less interest on the part of emailers as to what goes on in the play-by-snail-mail hobby). Jim also provides a safe haven for a few old timers who still know how to write press, even if they don't do it every month (Don Williams, Keith Sherwood, Steve Courtemanche) and a few who just play a damn fine game of Dip (Glenn Petroski, Paul Rauterberg). Sign up if you want to play under a steady GM... or if you just want to insult him continuously! He loves it!PJG

Akrasia

Phil Reynolds, 2896 Oak Street, Sarasota FL 34237-7344, USA;

home phone: (813) 953-6952

price: \$8/12 issues cost of a sample: free circulation: 30

frequency: monthly format: 8 open pages

first published: January 1994 latest issue seen: May 1995 (#12)

games offered: Minimalist Dip

games running: Mitotic Dip, War of Europe Dip, Woolworth II-D

Dip, Mastermind, Get Them Dots Now! (vt)

keywords: variants, chat, politics

Akrasia is a zine for the play of Diplomacy variants and other games, as well as the exchange of different views. Many of the variants I offer won't be run elsewhere, mainly because they are more obscure than hobby favorites like Gunboat Dip. Also offered are games like Fictionary Dictionary and Snowball Fighting, which are easy and fun—the way I like it.

I am trying to adopt a more warehouse mindset to help me publish more regularly, but I hope to continue featuring a brief letter column on social issues and more. I would like to include some of the opinion columns I write for my newspaper as springboards for discussion. Upcoming topics should include: American tastes and trends; curbing U.S. population growth; the greater need for reason, not religion; multiculturalism revealed; political (mis)labels; and the death penalty.

Akrasia, pronounced "ak-ra-SEE-ah," is Greek for the concepts of "weakness of will" and "acting against one's better judgment"—a constant reminder of how publishing my zine figures into my life.PR

Akrasia is Phil Reynolds latest publishing effort. It can best be described as a scaled back *Dipadeedoodah!* with many of the same features. The lettercol is engrossing and covers many current hot topics. Phil fills in with movie/video reviews, insights into his life—and the Mr Moon & Nub-Nub cartoons.AY

A small zine with eternally big editorial ambitions. Phil has always wanted, I think, to publish a big chock-full-o-features zine, but every time it gets a little large his other responsibilities step in and force him to cut back. Now he's finally learning to keep it simple, and staying at a level of hobby activity that's manageable for him.

Akrasia now includes just a few games and a couple of letters. Phil still keeps us up to date on his life—and lately, his medical adventures—but there is one additional feature he'd like to include: creative writing. If you have work you've done that you'd like wider

feedback on, give Phil a chance to print it for a slightly different audience than you've gotten. I know personally how tough it is to write—and how tough it is to get writers to share!—so please, on Phil's behalf, let me encourage you to send your stuff!PJG

Alpha & Omega

Lee Kendter, Jr., 1503 Pilgrim Lane, Quakertown PA 18951, USA
 price: 75¢; \$1 Canada; \$1.50 overseas circulation: 25
 frequency: occasional format: 12 open pages
 first published: May 1983 latest issue seen: 8 April 1995 (#32)
 games running: none keywords: variants, service zine

A&O is the *Everything* of Diplomacy variants, listing game starts, endgame stats, and reports on new variants entered into the Variant Bank. It appears infrequently—the past two issues have been annual—however I don't believe there's enough information to justify a more rapid schedule.PJG

The Appalachian General

David McCrumb, 3636 Old Town Road, Shawsville VA 24162-2038, USA; home phone: (703) 268-9745
 price: \$5/12 issues cost of a sample: 52¢ stamp circulation: 30
 frequency: monthly format: 18 open pages
 first published: August 1983
 latest issue seen: 18 February 1995 (#172)
 games running: United keywords: United, history

Dave McCrumb's long running zine is currently devoted entirely to his United league (but, it may change?). A well GM'd league that you should look at trying to get into IF anyone happens to leave (not at all certain). Dave adds biographies and commentary on the local soccer scene. One of my favourites.AY

David is a rare type in America, a steady, long-time United GM. Many others have tried but few have gotten past two seasons; *TAG* is finishing its third with no sign of stopping, though David was slowed by a short stint in the hospital. He also runs the North American United Open (the fourth annual was due to run in March but David was still looking for more managers), which sends a team to United-inventor Alan Parr's international championship.

All of which means that if you enjoy soccer simulation games, you should already be subbing here! Civil War buffs will enjoy the bios but they may not be enough by themselves to keep your attention.PJG

ark

Eric Brosius, 41 Hayward Street, Milford MA 01757-3554, USA;
 home phone: (508) 473-0252; email: msmail4.brosiuse@tsod.lmig.com
 price: \$5.00/10 issues circulation: 20
 cost of a sample: 50¢ or two 29¢ stamps
 frequency: every few weeks format: 8 open pages
 first published: September 1989
 latest issue seen: 28 May 1995 (#90)
 games offered: Railway Rivals
 games running: EuroRails, Railway Rivals (4)
 keywords: rail games, warehouse, speedy

This zine focuses on railroad games. At any given time I run one game in the EuroRails series, plus as many Railway Rivals games as it takes to fill up the zine. I include short articles or hobby comments from time to time as I have them available.

ark is back on a slightly more regular schedule after a slower period in 1994. The time between issues is not yet back down to three weeks, but it is getting better. The recent addition of several new players has added a welcome touch of freshness to the roster: if you can get your orders in regularly and on time, I'd love to have you in a game!EB

Another of the rail family of zines, it is fun to follow. I haven't started a game here—yet; but it looks like a great place to play. If you

want to try Rivals or the Empire Builder series sign on and watch for the next opening.AY

Eric indicates he will run EuroRails or other related games "about every 18 months" which would mean his next such game will be in 1996. He's a dependable GM with an easy-to-read computer-chart format for his reports, but in general this is a place where just a couple of games take up a lot of paper with little extra chat.PJG

Backstabbers United Monthly

Malcolm Cornelius, 3 Greton Close, Longsight, Manchester M13 0YR, U.K.; home phone: (44-161) 224-0345; work phone: (44-1253) 688594; fax: (44-161) 248-8779; email: 100277.1422@compuserve.com

price: £1 + postage cost of a sample: free
 frequency: monthly! format: 88 A4 digest pages
 latest issue seen: November 1994 (#64)

games offered: Diplomacy, En Garde!, Das Boot, Dangerous Liaisons, Gridiron Morons, Columbus, Railway Rivals, Breaking Away, Stab! (vt), Fair Means or Foul, Swashbuckler
 games running: Diplomacy, En Garde!, Gunboat, Columbus, Stab! (vt), Das Boot, Dangerous Liaisons, Gridiron Morons, Liftoff!, Top Gun, Speed Circuit, Railway Rivals, Machiavelli, Napoleonic Wars, Adel Verpflichtet, Breaking Away, Grand National

keywords: international, multi-games, rail games, variants, sports games

A warehousey zine full of all sorts of games, especially quick-and-easy card or number games. Male has a long steady history in the hobby, publishing from several different countries even, so your game here will be reliable and unobstructed by letters or articles. He's also hosting a con (BumCon!).PJG

Beleaguered

NEW!!

Phil Fry, 6766 Woodlake, Toledo OH 43617, USA; home phone: (419) 841-2638; email: PhilFry@aol.com

price: free on America Online, but see review
 cost of a sample: \$3 sample disk (DOS 3.5") with 2-3 back issues
 circulation: 30
 frequency: weekly format: electronic magazine
 first published: January 1995 latest issue seen: February 1995 (#4)
 games offered: Diplomacy, Gunboat, Fleet Rome, Gunboat Rome, Holy Roman, Empire (vt), AH's Dune
 games running: Diplomacy keywords: e-mail, multi-games, speedy, variants, warehouse, electronic magazine

Beleaguered is an electronic magazine (you must have a DOS capable machine, VGA, and mouse to run the program). I am currently running Dip games and variants. Full color maps and interactive game displays (you click on a 'piece' and its orders are displayed), hypertext links, etc. This is state of the art electronic publishing. So far, *Beleaguered* is only available to America OnLine subscribers, but if I can generate enough interest (and funds) hope to be expanding to CompuServe and/or GENie.

Beleaguered is uploaded to the Diplomacy Library (PBM & Strategy Games/Diplomacy Depot) weekly. Due to the delay in getting approved for download it is not available to the general public for anywhere from seven to ten days. Due to this delay, participants in the games receive a text file with their results immediately after the game is adjudicated. Those who can't wait to get *Beleaguered* may pay a \$.50 per issue fee to have the file uploaded to them directly (attached to e-mail). *Beleaguered* hopes to become the missing link between the traditional 'zine-based PBM hobby and the fast paced PBeM crowd. I am desperately looking for writers to contribute Diplomacy articles, strategies, history, analysis, variants, etc.PF

I can't say enough about *Beleaguered*, and I can't even sub to it (I don't own a DOS computer)!. This is the future of zine publishing, though it may be as much as twenty years ahead of the mainstream. You download the zine, start it up much like a program, and then point-and-click your way through the sections you want to 'read'. With the resurrection of *Diplomacy World* and the launch of *Diplomatic Pouch* (q.v.) this may no longer need to be the "missing link", but if Phil can get the obstacles of the Net out of his way he'll have the essential zine for the IBM-owning Dipster.....PJG

Blut und Eisen

NEW!!

Tom Butcher, 17402 Matinal Road #5322, San Diego CA 97127,
USA; home phone: (619) 674-4439; fax: (619) 674-4392
price: 55¢; Canada 65¢, overseas 75¢ (free to U.S. AHIKS members)
cost of a sample: free circulation: 31
frequency: six-weekly format: open page
first published: August 1994 latest issue: April 1995 (#7)
games offered: Diplomacy, 1835, Machiavelli, Youngstown IV (vt)
games running: Conquistador, Stellar Conquest, The Consummate
Railroad Game, 1830, After the Holocaust
keywords: club zine, international, multi-games, rail games, essays
on Japan

This zine is AHIKS effort to encourage the play of multi-player games within (and without) the group. Unfortunately, there's been some difficulty in getting a Diplomacy (or variant) off the ground; but Machiavelli has started. There also is very interesting commentary on Japan and Japanese lifestyles. Take a look, you'll probably find something to grab your interest.....AY

A new zine, railroad games and others. Runs "The Consummate Railroad Game" which has very complicated rules. It's appearing on schedule.....RS

Never seen, but drawing rave reviews from other editors.....PJG

Boast

Herb Barents, 17187 Wildemere, Detroit MI 48221, USA
price: \$12/17 issues cost of a sample: free circulation: 65
frequency: three-weekly format: 8 open pages
first published: September 1971
latest issue seen: 30 April 1995 (#382)
games offered: Diplomacy (\$15 fee includes subscription)
running: Diplomacy (5) keywords: warehouse, speedy, laid-back

Herb fills the non-Dip pages with new game release information, reviews and commentary. I've not played here, but the games seem well run and maps are provided. Send for a sample to see if this is something you'd be interested in.AY

The second-longest-running active zine (behind *Graustark*), *Boast* is also the fastest and most consistent. Herb has published this thing the day after the deadline six of the past nine months, and taken only two days in the remaining issues. *Boast* is still the plainest-looking zine in the hobby; the copying has improved, so although the layout is basic in the extreme, and the maps are roughcut, at least the typing is legible.

Late word is that Herb has announced he'll fold unless he can fill his current Dip waiting list in the next few issues.

(Notes: Challengers for the speed title include *Zero Sum*, *Cheesecake*, *Dippy*, *Protozoan*, and *Maniac's Paradise*, all of which are typically two days after deadline. The tie-breaker is, Herb's deadlines are on Sunday so getting in the mail on Monday makes his turnaround one day!).....PJG

Boris the Spider

Paul Boldue, 203 Devon Court, Ft. Walton Beach FL 32547-3110,
USA; home phone: (904) 863-9081; email: boldue@eglin.af.mil
or P.boldue1@genie.geis.com

price: \$10.50/12 issuers; \$1/12 issues by e-mail
cost of a sample: 32¢ stamp circulation: 40ish
frequency: monthly format: 16-20 digest pages
first published: March 1985 latest issue seen: 4 June 1995 (V:6)
games offered: Diplomacy, 1829, 1830, 1835, Bourse, Civilization,
Down with the King, Dune, History of the World, Kingmaker,
Kremlin, Liftoff!, Magic Realm, Maharaja, Merchant of Venus,
Titan
games running: Diplomacy, Bourse, Britannia, History of the
World, 1830, 1835, Silverton, Merchant of Venus, Dune, Circus
Maximus, Stellar Conquest

keywords: multi-games, variants, warehouse, e-mail, speedy

We're still churning them out. Expect two or three games to finish up soon, opening new avenues for frivolous aggression. Would like to expand *Boris's* repertoire to get away from those GM-devouring 183x games, and suggestions are welcome. Up the field!PB

A very regular monthly zine which is willing to run just about anything if enough players can be found. As a plus, it is also available in an electronic version for those of that ilk. The Dip game reports are different than most, being presented in more a news format rather than bare information. Definitely deserving of its high Runestone Poll rating.AY

Boris the Spider continues to offer the hobby's widest selection of games. There are special appreciations for good and bad press items, but this doesn't seem to generate any more press than the average zine. Paul does have the highest percentage of email players of any zine distributed by post.PJG

The Canadian Diplomat

Robert Acheson, 15715—92 Avenue, Edmonton Alberta T5R 5C5,
CANADA

price: \$1 cost of a sample: free circulation: 100
frequency: quarterly or longer format: about 36 open pages
first published: September 1987 latest issue: April 1995 (#48)
games running (those with fees listed are also offered): Diplomacy
(9, \$4), Gunboat (6, \$4), Anarchy (vt; 3, \$2), Stonehenge Dip (1,
\$2), Cline 9-Man Dip, Youngstown IV (vt), Colonia VI (vt),
African Dip

keywords: chat, variants, laid-back, somewhat right-wing

Home of the Great Canadian Diplomacy Diety. To quote Tina (Queen of Porke Poll), "Simply the Best!"RA

Bob has a reputation for being slow but lately he has been getting faster with shorter deadlines. He runs all sorts of games and variants and usually has openings. It's a big zine and I've always liked it....RL

This zine is really a quarterly that covers much of the hobby in news, reprints and commentary. There are plenty of Dip games with some variants, if the slow pace of the zine doesn't put you off. I particularly enjoy the clippings and sidebars Bob scatters around the zine.AY

Several changes have occurred in the world of *The Canadian Diplomat*, none of which promises swifter turnaround. Bob Acheson is now employed in a job which involves a lot of travelling. Added to that, Bob has taken over the job of actually typing, printing and copying the zine, previously held by his sister, the sainted Margaret. So far the result has not been particularly pretty, or faster in spite of the fact that copy no longer has to go over 2,000 miles to be typed and printed. Still and all (and in spite of the fact that the length of time between deadline and issue makes the job of a subzine editor difficult), in a hobby where zines appear and vanish so quickly that one could be excused for not noticing, you can count on getting TCD... eventually. And, since some of the biggest names in the hobby subscribe, it has to have something to recommend it. Doesn't it?BM

Here's the typical TCD pattern: the deadline arrives. Bob takes two months, usually more, to produce an issue. He mails it out, and his players have six or seven weeks to the next deadline. The Dec'94 issue was the sixth since January 1993...

But then, suddenly, the February issue took only 29 days to publish! And the April issue only 18 days! What is Boh doing to us?! And lately he's been using more and more computerese—clear typeset and copying! What's next, page numbers?

As *TCD* rushes headlong into the '90s, however, it maintains the personal touch—Boh's ego—and the Canadian theme that readers love. Articles and comics clipped from Canuck papers, letters from the north-of-the-border readers, and even the Canadian Dip Championship (yes, there really are 21 Canadian postal players!). For a long time one of the most devoted readerships, now one of the best zines in the hobby.....PJG

Carolina Command and Commentary

Michael Lowrey, 6503-D Fourwinds Drive, Charlotte NC 28212,

USA; home phone: (704) 563-9226; fax: same but call first

price: 80¢; \$1 overseas cost of a sample: free circulation: 52

frequency: monthly format: 12 digest pages

first published: October 1987 latest issue seen: June 1995 (#81)

games offered: Diplomacy, Gunboat, Destroyer Captain

games running: Diplomacy, Gunboat, Acquire, 1499b (vt)

keywords: politics, variants, multi-games, hobby news

What to say about a zine after you've put it out for five years? Not much that's funny or new. *CCC* continues like it always has, just smaller. Due to time constraints and, well, to be honest, boredom and burnout, the articles and other writing will be reduced. However, my desire to put the zine out is as strong as ever and *CCC* should continue for years to come.MPL

An enjoyable read every month (or so) that has interesting commentary by Michael on various topics. The past year has had a piece on the Space Program, historical bits on naval ships, social reform and others. Michael also has the ever entertaining "Statecraft Shorts" which points out faux pas by the government and such. It is unfortunate that he is going to slimming it down. Recommended. .AY

Even slimmed down it has more reading material than many others, since Michael always provides a sociopolitical essay and at least a couple of letters. Let's all hope *CCC* survives both Michael's trials over a job, and the added pressure of *Zine Register*!PJG

The CDD Medical Journal

NEW!!

Thomas Pasko, 73 Washington Street, Bristol CT 06010, USA;

home phone: (203) 589-4223; work phone: (203) 482-4225; fax:

(203) 489-6545; email: 76065.1713@compuserve.com

price: \$1 cost of a sample: free circulation: 50

frequency: monthly format: 14 open pages

first published: October 1994 latest issue seen: April 1995 (#7)

games offered: Diplomacy, Colonial Diplomacy, Gunboat Colonial Diplomacy, Bourse, Advanced Civilization, Pax Britannica, Dip variants

games running: Colonial Diplomacy, Gunboat Colonial Diplomacy, Gunboat, Bourse

keywords: variants, multi-games

This zine is the home of the Special Co-Ordinator/Custodian for Colonial Diplomacy. Articles on strategy and tactics, as well as articles based on game statistics, will be presented by subscribers and the designer of Colonial Diplomacy, Dr. Peter Hawes.TP

An attractive 'zine whose major drawback is that its central interest is the new, pricy, Dip variant from Avalon Hill (Hell, we in the outhack have yet to see a copy of the thing). Tom has brought over his "The Tar Pits" subzine from *Cogniscenti* and continues its witty ways here.PB

A fine new effort by Thomas that is going to be THE place to get information on Colonial Diplomacy. Thomas doesn't limit himself to that game; hut it is definitely his primary interest (he's even got Dr. Peter Hawes—designer—on board). The game reports are a pleasure to read and the maps are top-notch. He's even trying to computerize the

maps for *Railway Rivals*!! Go ahead, send for a sample or a subscription. You won't be sorry.AY

A new zine that shows promise. Games of Avalon Hill's Colonial Dip, which looks and plays a lot like Asian Diplomacy, are the main attraction here. Starting a series replay game, featuring players' and others' commentaries, as a case study of the new Dip variant. Other aspects of the zine strike me as cuteness or insider jokes that few will appreciate, but they do give this zine a fresh, albeit slightly juvenile, personality. Somewhat in the tradition of the short-lived *When the Lights Went Out...* Our hobby always benefits from such diversity. PR

An excellent zine with Colonial Dip as its main and narrow focus. There are several other themes or aspects to *CDD*: the dinosaur diner jokes are gone and the new subzine, "Blitzkrieg," is a more traditional military-topic section. Bourse and Gunboat will be prominent. But generally Colonial Dip will dominate, especially since Thomas is now tracking games of CD run *elsewhere*, much like *Everything* or *Niccolo* track Dip and Maehiavelli.

The format was converted to open page (digest is fine, but when it's corner-stapled it can be hard to read!). A player index on page one was a surprising new feature—it's my guess that this still-new zine has a couple more such changes to go through before the editor settles it down into a familiar look.PJG

Cheesecake

Andy Lischett, 2402 Ridgeland Avenue, Berwyn IL 60402, USA

price: free to players and standbys

cost of a sample: free

circulation: 60

frequency: five-weekly

format: 4 open pages

first published: March 1979 latest issue seen: 20 April 1995 (#166)

games running: Diplomacy (6) keywords: warehouse, speedy

Cheesecake is just about only games. An occasional comment or letter will intrude; but other than that, just expect game reports. From the comments of the players (I'm not one), Andy is an excellent GM. The last time he announced he had openings, within two months he'd filled FOUR games. Watch for the next batch of openings and sign up quickly.AY

A dependable Dip zine. Features some very skilled players, though often there isn't much press accompanying games. Andy usually adds little tidbits of interesting chat to his effort. A nice place to play Dip.PR

To show you how highly Andy Lischett and *Cheesecake* are regarded in the hobby, Andy recently had game openings. At a time when many of us are having trouble filling one or two games, he filled four games within two issues. Even more interesting, the games in *Cheesecake* have press, something that is rare in many zines. Andy is properly respected as a GM and the games are the main thing in *C*. He doesn't write much beyond the game reports, but on those occasions when he writes a bit about his personal life and interests, he can be quite entertaining.BM

Far from a warehouse, it's simply a little zine with lots of games and, somewhere in the back, precious words from a highly entertaining GM. Andy's commentary on his motorcycle was one of the best pieces of life revealed in any zine last year. However, talk has been scarce and the zine thin the past several issues.PJG

Compendio ars Diplomatica (International Edition)

NEW!!

Edoardo Mattei, Viale Sartorio 95, Rome I-00147, ITALY; email:

Ed.Mattei@agora.stm.it

price: \$1.50

cost of a sample: free

circulation: 42

frequency: five- to five-weekly

format: 28 A5 digest pages

first published: June 1994 (original edition March 1992)

latest issue seen: December 1994 (#4)

games offered: Diplomacy, LiMa III (vt), Merchant of Venus, Republic of Rome, Machiavelli

games running: Diplomacy, Diadochi V (vt), Italian War (vt), Atlantide (vt), Gunboat, Republic of Rome, Machiavelli

keywords: chat, hobby news, international, multi-games, variants

CAD Int'l is the English edition of "Italian C.A.D." It principally provides Dip variants and unusual games. Machiavelli openings are always available, since the GM also conducts the Machiavelli Ratings. All games are no game fee.....EM

This little Italian zine has recently expanded into an International Edition in English. They provide Dip and variants to mix players from other countries with the large Italian Dip hobby (recently trying to expand into the International scene). It's worth a look if you're interested in International play. I would like to see some chat or writing about life in Italy to add some spice to what is bordering on an International warehouse zine.....AY

Hard to tell whether this zine will have a real impact in the U.S. Eddy is participating in the worldwide hobby in a wide way—playing in a couple of zines over here and reading zines from all over Europe. But *CaD* isn't getting wide enough plugs to draw non-editor players from North America.....PJG

Costaguana

Conrad von Metzke, 4374 Donald Avenue, San Diego CA 92117-3813, USA; home phone: (619) 270-8313

price: \$5.20/10 issues cost of a sample: 52¢ circulation: 60
frequency: monthly format: 16–24 digest pages

first published: April 1965

latest issue seen: May/June 1995 (#249)

games offered: Facts in Five

games running: Diplomacy, Gunboat, Railway Rivals, Facts in Five, Black Hole Dip

keywords: chat, fannish, politics, left-wing, right-wing, multi-games, laid-back, international

C is for the Crazy stuff you'll read here;

O is for Opinions, rather brash;

S is for the Scandals fond of we're;

T is where you'll store back issues (Trash);

A is for Apple, juicy and red;

G is for Gusano, which the illegal aliens keep putting in our apples;

U is for 'Urk,' which we screech when we bite a Gusano;

A is for Artaxerxes II, and also Aoudad and Ahsquatulate;

N is for Not, Never, Nothing, Nowhere and GaughaN;

And there was one more letter around here somewhere.....CvM

For pure entertainment there's *Costaguana*—more affectionately known as "costly guano." (The price of which is discussed—briefly—in the latest letter col.) Like Terrance's "stuff," most of this is silly. Where he comes up with it all is a mystery. But then, with a mind as fertile as Uncle Connie's, it's entirely possible he dreams all of it up on his own. On the other hand, a keen eye guided by such a fertile imagination can find absurdities anywhere, and those are passed along too—usually before, sometimes after, occasionally within the games.

Speaking of which, perhaps this entertainment isn't so pure after all... it's polluted with games! Mostly Dip, some gunboat, but others also. Recently Conrad announced his last Regular Dip game start. Seems he'll be up for retirement in four years or so, and doesn't want a continuing Dip game to keep him from dropping everything and running off to ... come to think on it, he didn't tell us where ... So, given that I have issue 246 in hand—which speaks to longevity—it seems safe to assume that if you can get into a *Costa* game—whatever the game—that the 'zine won't fold out from under you before your game dies its own natural death.

What? Did I forget the music? No ... I was saving it for last! If you are into classical music—at all—forget whatever I wrote above,

and trade, borrow, heg, steal (or, if you have to, even buy) a sub! ..TH

I'm always glad to see another von Metzke effort land in my PO Box. *Costaguana* is usually filled with interesting chatter, commentary and thought. Rarely do I put it down without thinking about something. He's started an "everybody can play" game alternating Scattergories! with Facts in Five. Try a sample, you might just get hooked.AY

Conrad is one of the hobby's biggest assets, as evidenced by his thoughtful comments based on years of experience in the hobby. Often gets into real-world politics, too, which adds to the reading fun. Conrad's constant self-deprecation and wry sense of humor permeate his games, which tend to be fun, cutthroat affairs. Another favorite of mine.....PR

There aren't many people who have been around this crazy hobby as long as Conrad von Metzke. This is a simple statement of fact. If that were the only thing you knew about the publisher of *Costaguana* you might be excused for thinking he and his zine might be of interest solely as a bit of living history. Wrong. Conrad is a good writer, witty and involved with his subject matter. The games in his zine are well run, and include a number of names from the past. The games have good press, too. Only problem is that Conrad claims (and I believe him... for now) that he has offered his last gamestart in *Costaguana*. If you haven't played here before you blew your shot. The only reason to get *Costaguana* now is to read it, which is good enough for me.....BM

I can't really review Conrad's zine. He's at least semi-divine among editors, having done it all for longer and better than 95% of us put together. A given issue of this zine might only have four reduced-size pages of nongame material; but I would subscribe at twice the price for the wit, the style and the opinions of those pages.PJG

Crimson Sky

Mike Gonsalves, 530 Treasure Lake, DuBois PA 15801-9011, USA

price: 70¢ cost of a sample: stamp circulation: 50
frequency: monthly format: 16 open pages

first published: February 1990

latest issue seen: 7 December 1994 (#55)

games offered: Diplomacy, Woolworth Dip, Gunboat

games running: Diplomacy (8), Gunboat (3), War in North

America (vt), Bourse

keyword: chat

Some have complained that *C.S.* is ugly. Some say that is part of it's charm. Michael must have found a new copy machine. The current issue has good contrast and no print running off the left side of the pages. Other than that, it looks the same as before. Same funky typewriter, same atrocious spelling, same maps (which *are* functional, once you figure out how to decipher Michael's handwriting), several (political) cartoons per issue, interesting letter col, and lots of games.

Everyone should play at least one Dip game under international rules of adjustments early enough in their career before they become set in their ways. *CS* is a good place to do that without getting into an international game with the necessarily longer deadlines. Of course, Michael runs games the other way, too!

The letter col—and Michael's editorials—can be divided into three categories: Hockey, politics, and anything else under the sun. Hockey fans will love this 'zine. Non-fans will also find sifting through the reading material for the "other stuff" well worth their time.....TH

A good place to play; but it won't win any beauty contests. It has Dip with a smattering of variants. Also his lettercol has interesting commentary and observations. A very regular monthly publication for those who prefer prompt games.AY

I have seen few issues of *CS* in the past year, but I have seen more and more comments by players about their games there, or comments by Michael elsewhere. He's committed to cleanly-run games (witness his resigning from at least one Dip game he was playing in because of the GMing) and has a firm, direct style when stating his position on topics of discussion such as health care.PJG

The Cunning Plan

Neil Duncan, 25 Sarum Hill, Basingstoke, Hants. RG21 1SS, U.K.

price: £1?

frequency: five-weekly

format: open page

games running: Diplomacy, Airforce Dip, Machiavelli (vt), 1939III (vt)

Neil D. seems to be carrying on where Steve Agar has left off, getting his finger into lots of hobby pies. *TCP* is a bit of an anarchic affair, though with an established format of editorial, letters (usually vitriolic), articles and then games. Neil is never happier than when he's having a go at someone, or vice versa! I'd say the zine reminds me of *S.N.O.T.*, but then *TCP* came first so maybe it should be the other way round...? Except of course *TCP* has a better turnaround!.....JH

I invited reviews of several zines which I haven't seen, specifically because I wanted to provide at least the basics on the top zines in the English hobbies. Poll results can be largely irrelevant, but when a zine finishes high consistently it's a good starting point; *TCP* finished fifth this year so get a sample and see why.PJG

Cyberdip

NEW!!

Brian Alden, 5577 Old Farm Road, Mason OH 45040, USA

home phone: (513) 398-3683; email: Alden2@aol.com

price: free

cost of a sample: free

circulation: 50

frequency: bimonthly to quarterly

format: electronic file (only available by download or by email)

first published: October 1994

games: none

keywords: e-mail, service zine

This is a new zine, or more properly a 'mini-zine', only two issues to date (third in progress). The intent of *CyberDiplomacy* is to promote PBEM play on America On-Line and develop a sense of community amongst those playing here. Typically we have an article or editorial on PBEM play, surveys, shorter articles on general Diplomacy, and "plugs" for other e-mail zines. Issues are sized at 4-8 printed pages, I don't see it growing much beyond that, since it's dedicated to the AOL Dip community.....BA

There have been online "house zines" before (I have no way of telling but I think *The Armchair Diplomat* is still going and would therefore be the oldest of them, on CompuServe); the *Diplomacy World* style of news, strategy & tactics and such is common but still needed. I hope Brian is able to make this a readable work; there are a *ton* of people on AOL now and it would be a big plus to have them more involved and better informed on the hobby.PJG

Damn the Consequences

Brendan Whyte, 96 Waiatarua Road, Remuera, Auckland 5, NEW ZEALAND; home phone: (64-9) 5244307

price: (all NZ\$) \$1.50 in NZ; \$2 Australia; \$2.50 North America & Asia; \$2.80 Europe

cost of a sample: free

circulation: 30

frequency: six-weekly

format: 16-20 A5 digest pages

first published: April 1987 (with two six-month breaks)

latest issue seen: June 1995 (#61)

games offered: Balkan Wars (vt), Sopwith, Railway Rivals

games running: Diplomacy, Sopwith, Gunboat, Machiavelli,

Railway Rivals, Youngstown Dip, Winter 1898 (vt)

keywords: chat, international, multi-games, rail games, politics,

left-wing, fannish, variants

DiC is NZ's first zine, and has watched the demise of *View From Another Shore* and of *Bad Bloody Luck*. It is trying to steer a course of companionship, left-wing editorializing, and Dip games through the sea of Kiwi apathy. Seven years on, two folds and going strong! International subs and trades are always welcome, especially the former. Join the trend, get the news from the world's most southerly zine (36° 53' S) in your letterbox today!.....BWhyte

This is another zine I've only recently started to receive. This one comes from New Zealand and is helmed by the character Brendan

Whyte. Interesting tidbits about down-under and the college lifestyle. He runs only a few games, but a good mix (Dip variants, Railway Rivals, Machiavelli, Sopwith). Sometimes the handwritten portions are difficult to read and the photocopying at times is quite faded. However, I enjoy perusing it.....AY

Contains comments about editor's trips in New Zealand; he may move to California for postgraduate study at UC.RS

I have mixed feelings about Brendan coming to the U.S. I'd love to meet him, and it would be great to have him rampaging around more Yank zines (or Yank parks!). But it's also wonderful to have an active Dip hobby down under that is truly international—not only does *DiC* have players from all over Oceania, but it trades with many zines here.

The games themselves are varied and basic—some parts of adjudications are even handwritten. (Though the latest issue has quite a lot of word-processed material, at last!) Stuff you can't get elsewhere, and don't worry about going a long way to get it!PJG

Diplodocus

Stephen Koehler, 2906 Saint Field Place, Charlotte NC 28270,

USA; home phone: (704) 544-2849; work phone: (704) 377-1634;

fax: (704) 342-3308; email: YXHY13C@Prodigy.com

price: \$1

cost of a sample: free

circulation: 35

frequency: monthly

format: 20 open pages

first published: February 1992 latest issue seen: 14 December 1994

games offered: Diplomacy, Gunboat Dip, Colonial Dip, Africa Dip, and War in North America (vt)

games running: Diplomacy (5), Machiavelli (1), Colonial Dip (1),

Mind Trap (1)

keywords: laid-back, e-mail, variants

This 'zine started when I ran a Dip game for my friends by mail. I am currently running eight games. I have computer-drawn maps for each game and I include cartoons and articles. Most games are "irregular" since friends and relatives play in the same games on occasion. This is due to lack of players, mostly.SK

One of the brighter zines I've seen this year. Well published and GM'd (along with some guest GMs), it is definitely worth getting a sample of to see if it grabs your interest. Clean, sharp looking maps and game reports are some of the best drawing points. Stephen throws in the occasional article, fiction piece or dinosaur information; along with the regularly featured MindTrap! quiz.....AY

After three years in print still not seen at ZRHQ.PJG

Diplomacy World

Doug Kent, 6151 Royalton Drive, Dallas TX 75230, USA; home

phone: (214) 750-5891; fax: (214) 750-5892; email:

73567.1414@compuserve.com

price: \$10/four issues, \$15 Canada or overseas surface;

\$20 overseas air mail

cost of a sample: \$2.50

circulation: 150

frequency: quarterly

format: 30-40 booklet pages

first published: January 1974 latest issue seen: Spring 1995 (#74)

games: none keywords: chat, fannish, service zine, international

DW has been undergoing changes over the past year+ since Jack McHugh took over from David Hood as Editor. At the same time, Doug Kent took over the publishing responsibilities to ease the burden on Jack (all the more amazing when you consider they are now located half a country apart). Recent issues have been slow coming out tho I understand that is due to the editor having an extremely busy work schedule but another issue is anticipated within the next month or so (fingers crossed). My favorite portions of this, the Hobby's flagship Zine, are the Strategy & Tactics articles and the ongoing Demo Game (amongst several expert players) with commentary. *DW* is a place to keep up on the Hobby as a whole and to gain greater knowledge about

playing the game itself (my own suggested guiding light—not an official one). As such it includes articles on World DipCon, Internet Diplomacy, Variants, EMail and FTF (as well as PBM) Diplomacy. It includes information about the various Hobby services, upcoming conventions around the country where Diplomacy will be included, and more.....BC

Unfortunately this zine has suffered from real world concerns of the editor. *Dip World* can be a valuable source of information on the state of the hobby (both US and International), articles on hobby history, strategy and tactics and a forum for the hobby to interact. However, it needs to be distributed on a regular basis to do that. Here's hoping 1995 will bring that about; I'd hate to lose this zine.....AY

Doug has now officially taken over from Jack McHugh (in a completely bloodless coup, let me assure you—Doug finds his toadies much more useful when they don't feel threatened). *Diplomacy World*, I think, can safely be said to be back on track.

The recent Doug-edited issue was very impressive. First, all the format complaints of the past couple of years—funky boxes, newsprint, articles beginning in midpage—are gone. In their place is a clear layout, with simple and effective use of fonts and frames. Minimal illustration—that will have to improve. But the booklet format is a great advance. The other major change is the inclusion, on a permanent basis, of the letter-column discussion from *Foolhardy*, something I suggested a year ago. This brings life and topicality to *DW*, to offset what can be a dry and academic style in the S&T or philosophy articles.

Doug is looking for assistant editors (interviews, strategy & tactics) and for writers, and I feel confident that he's already off to a good start in marshalling a solid stable. Look for a return to the days when we could say "*Diplomacy World* is the hobby's flagship."...PJG

Diplomag

Andrew York, Box 2307, Universal City TX 78148-1307, USA;

email: WAndrew@aol.com

price: \$5/yr or \$9/two cost of a sample: \$1 circulation: 70

frequency: bimonthly format: 8 open pages

first published: July 1976 latest issue seen: May-June 1995 (#123)

games: none

keywords: chat, Mensa, variants, service zine, hobby news

The service and genzine for the Mensa Postal Diplomacy SIG [Special Interest Group]. We set up games for Mensa members, and introduce them to the Postal hobby. (We also recruit people for Mensa. At least half the people in the hobby are eligible for Mensa membership, as the only requirement is an I.Q. of 130 or SAT of 1250.)

It provides news on various hobby services and publications for the benefit of novice readers. It also includes a running account on the progress of several all-Mensa games. Occasional articles on the hobby and on postal procedures. Anyone may subscribe, but only Mensans may vote on SIG business.Fred C. Davis, Jr., previous editor

This is the zine of the Mensa Diplomacy Special Interest Group. In that capacity, it collects names of players to be farmed out to various zines associated with the SIG. Fred includes capsule reports of the games, hobby news and various items he authors (book reviews, convention/travel reports, history articles). No games have been played in the past year; however, in the past a demonstration variant game has been featured.AY

For a long time the reason for non-MENSAns to get *Diplomag* was the editor, Fred Davis. Fred is one of the legendary publishers and usually provides a glimmer of his own interests in *Diplomag*. However, Fred will be turning it over to Andrew York in June; Fred is worried that he might be getting a bit stale, and so is scaling down his hobby involvement. Inevitably, the change in editorship will change the publication. Having met Fred in person a few years ago all I can do is offer my best wishes to this fine gentleman.BM

Fred isn't getting stale, and I'm very concerned about this transfer

in two ways. First, a longtime Dip editor suddenly has nothing to publish; I hope Fred's contribution to the hobby isn't ending prematurely. Second, Andrew has a load on his shovel already with the job of Boardman Number Custodian (and its zine), the game-openings listzine *Pontevedria*, plus his own zine *Rambling Way* and columns in several other zines. With his other activities in wider fandom he seems to have more to do than any other two editors put together. He's a workhorse, though; if anyone can do it all, it's Andy.

Nonetheless, if you are in MENSAs this is essential, and (under Fred at least) it was an excellent source of hobby news even for non-members.PJG

Diplomat

Thomas Franke, Hülsenbuschstraße 9-11, 44229 Dortmund,

GERMANY; home phone: (49-231) 731037

price: DM 4 (approx. US\$2.40)

cost of a sample: free

circulation: 80

frequency: bimonthly

format: 28 A5 digest pages

first published: January 1990

latest issue seen: May 1995 (#35)

games offered: Diplomacy

games running: Diplomacy, Capitalist Dip, Downfall, Diadochi,

Barbarian Kingdom & Empire, Youngstown Dip, Woolworth II-Dip, King of Kings

keywords: international, variants, multi-games, chat, politics, German

Diplomat always contains an editorial, an article about Diplomacy Strategy, one or more articles about politics, a letter column, cartoons—all in English. Maps are provided for the games. D has subscribers from Germany, the U.K., Sweden, Belgium, Holland, France, Norway, Italy, Austria, Switzerland, the U.S., Canada, Japan, England, Australia. Most of the players are veterans and therefore the NMR rate is very low. New players from all over the world are always welcome!TF

Thomas Franke puts out this English-language zine from Germany. It has plenty of Dip with a few variants thrown in for good measure. There are a number of US players in his games, so PBMinig is definitely possible if you wish to match wits with Europeans. Thomas is a university professor in Germany so you get some interesting viewpoints on that thrown in for good measure.AY

Diplomat is going through a phase of geopolitical discussion, as Bosnia is more on the minds of Germans than it is of Americans. The tone here is not heavy, though, just serious when that's appropriate; there is also talk about ftf cons, Magic: the Gathering, and Thomas' travels to places like Syria. Less than a handful of Americans play here but everything's in English, so if you're tired of the same old crowd (or trying to run away from your reputation!), try this.PJG

The Diplomatic Pouch

NEW!!

Manus Hand; email: manus@evolving.com

price: free

cost of a sample: free

frequency: five times yearly

format: electronic mail

first published: March 1995

games: none

[ZR note: remember, this was written some time ago. I'm sure Manus is as glad as I am that Dip World has been revived.]

This new 'zine intends to take up the *DW* mantle and become "the" Diplomacy 'zine. It will be a serious, constructive Diplomacy zine. It will appear five times a year, and always on time. It will be available *free* (text only) over the Internet to anyone with an e-mail address. It will be available in all its graphical glory via post for some yet-to-be-determined monetary amount (US\$5/year is my initial guess).

The initial task is for me, as editor-in-chief, to accept volunteers for editors and columnists. Send 'em to me, hard and fast. What do you have for publication, what do you want to write for publication, what fields of the hobby would you be interested in monitoring and editing, etc., etc.

The proposed publication schedule (which will be <i>unslippable</i>) is:		
ISSUE	SUBMISSION DEADLINE	PUBLICATION DATE
Spring Movement	March 1	March 31
Spring Retreat	May 1	May 31
Fall Movement	August 1	August 31
Fall Retreat	October 1	October 31
Winter Adjustment	December 1	December 31

The format is undecided (all interested contributors, get me your ideas), but my initial plan is to REQUIRE at least one submission from the editors of the various departments (Variants, Strategy, Tactics, Rules, FaceToFace (CON news?), Postal, Electronic, etc., etc.) for each "Movement" issue and "Adjustment" issue (which I see as a huge year-end production), and let the "Retreat" issues be whatever size they turn out to be, using whatever is received by the deadline (submission [for most departments] optional but very welcome). Any columnist or editor who misses a deadline (the submission deadline will be extended for contributors on request, but NEVER the publication date) will see a blank page dedicated to their missing column in the "Movement" or "Adjustment" issue.

How does this sound to everyone? EVERYONE who wants to see an article-based 'zine which plans to truly fulfill the lost charter of *Diplomacy World*, get in touch with me right away.MH

Clearly we may not need a replacement for *DW* just yet, but what Manus is doing, like Phil Fox's *Beleaguered*, is translating the skills and information of snail publishing into the electronic world. In Phil's case you download the zine; in the case of *DP*, you connect to it via the World Wide Web. (Non-WWW versions are available but limited to text only.)PJG

Dippy

Jim Benes, 417 S. Stough Street, Hinsdale IL 60521, USA
 price: 50¢ cost of a sample: free
 frequency: three-weekly
 format: 2 open pages plus 2-6 pages of "Star"
 first published: 1972 latest issue seen: 14 May 1995 (25:7)
 games offered: Diplomacy (\$5, standbys)
 games running: Diplomacy (4) keywords: warehouse, speedy

For fast paced postal Dip, you can't go wrong by trying *Dippy*. With the game reports, Jim includes the latest issue of his *Western Star-Post-Free Press*, which is a perzine covering his family and colour news pieces he picks up. I like it!AY

Jim came perilously close to folding the Dip portion of *Dippy* last summer when he had a hard time finding standbys, or players to sign up for new games. I still think he needs new blood—it didn't help that I NMR'ed out of my remaining game! Play here is cheap and fun, since the *Star* runs all sorts of local flavor from Chicagoland.PJG

Dipsomania

Jef Bryant, 121, Rue Jean Pauly, B-4430 Ans, BELGIUM; home phone: (32-41) 465311; email: 100415.2220@compuserve.com
 price: 65 Belgian francs air mail (=US\$1.90) cost of a sample: free
 circulation: 60
 frequency: bimonthly format: 68 A5 digest pages
 first published: August 1988
 games running: Diplomacy (3, free), Gunboat (6), Bourse, Twin Earth Dip, Gunboat Geophysical Dip, LiMa 5 (vt), Petroleum (vt), Song of the Night, Cline VI Dip, Terrestrial Chaos (vt), America Latina 1821 (vt), Peace in Our Time (free), Stab (vt), Scrabble and Scrabble Variants
 keywords: international, variants, chat, French
 co-editor/French inquiries: Patrick Lafontaine, Chaussée de Ramet 39, B-4400 Flemalle, Belgium.

The only Diplomacy magazine which is translated cover-to-cover into French. The French version is called *Dipsomanie*. All games are free, the only cost is the price of the zine.JB

It's been a while since I subbed to *Dipso*, but it has long been a haven for variant fen. The alcoholic theme is continuous through the names of the various games. Most of the players, of course, are from French-speaking Europe but with all the translating Jef is trying his level best to be accessible.....PJG

Dolchstoß

Richard Sharp, Norton House, 46 Whielden Street, AMERSHAM, Bucks. HP7 0HU, ENGLAND

price: 75p circulation: 140
 frequency: four-weekly format: 24 A5 digest pages
 first published: October 1972 latest issue seen: April 1995 (#196)
 games offered: Diplomacy games running: Diplomacy
 keywords: right-wing, international, speedy, chat, bridge

No telling just which issue you'll get next: in the month of February I received #193 (mailed Jan. 20, took two weeks to arrive), then #191 (mailed Nov. 4, took three months), then #194 (mailed Feb. 17, took just five days). So all the reading in *Dolchstoß* is interesting, and fascinating if you're into the topics involved (bridge, fine eating, Britain); but it can be very hard to follow the 'conversation' and impossible to contribute, due to receiving issues out of order. Still, this zine has finished higher for longer in the British polls than any other, going back more than twenty years. If you can be sure your results will show up (and Richard may make some arrangement for overseas players such as always using air mail), Americans could easily compete with the serious Dipsters here.PJG

The Eccentric Diplomat

Doug Kent, 6151 Royalton Drive, Dallas TX 75230, USA; email: 73567.1414@compuserve.com

price: free except for CIS online connect fees circulation: 30
 frequency: weekly format: approx 30K electronic file
 first published: February 1983
 games offered: Gunboat, Winter 1898 (vt), No-Press Gunboat, Crowded Dip
 games running: Gunboat, No-press Gunboat, Get Them Dots Now! (vt), Youngstown IV Dip, Crowded Dip keywords: variants, e-mail, warehouse, speedy

This is the sister zine to *The Armchair Diplomat*. *TAD* runs Dip, *TED* runs variants.

Players are slowly getting more interested in non-Gunboat variants. Crowded Dip and Winter 1898 are frequently played now.

72 variant games have started here since *TED*'s inception. Type GO PBMGAMES and look in Section 7. That's where you'll find *TED* and *TAD*.DK

Empire

John Boardman, 234 East 19th Street, Brooklyn NY 11226-5302, USA
 price: \$20 game+sub cost of a sample: free circulation: 30
 frequency: four-weekly format: 20 open pages
 first published: November 1974

Empire was begun when I wanted to publish games other than Diplomacy on different deadlines in order to spread out the work. It is now usually printed a week before an issue of *Graustark*; sometimes when there is a quick turn-around on moves an issue of *Empire* is printed two weeks after the previous issue. *Empire* has thus far carried 57 installments of my column 'Dungeons and Christians,' about the Christian campaign to suppress the play of Dungeons & Dragons and, it sometimes seems, damn near everything else. If any new games come along that are adaptable for postal play, I'll look them over for possible play in *Empire*.....JB

John uses *Empire* to host his non-Dip games. Just as his companion zine *Graustark*, this has comic and news snippets; but this

zine's commentary turns to the efforts of groups to ban/control RPGs in "Dungeons and Christians". Allied with the CAR-PGa group, John reprints some of their material and gives his own pro-RPG views full range. Quite interesting!.....AY
Not seen at ZRHQ for some time.....PJG

Everything

Andrew York, Box 2307, Universal City TX 78148-1307, USA;
email: WAndrew@aol.com
price: \$1.25; \$1.50 Canada; \$2.50 overseas
frequency: thrice-yearly format: 22 open pages
latest issue seen: March 1995 (#91)
games: none keywords: service zine

There's not much to say about this one. It's mostly stats, stats and more stats of game starts and completions. There are usually some statistics related articles or information on other Boardman Number Custodian activities.....AY

Numbers and supply-center charts. Lots of both. A few articles on statistical matters. Very few. Worthwhile if you're into that kind of information; of marginal interest if you're not.....BM

Graustark

John Boardman, 234 East 19th Street, Brooklyn NY 11226-5302, USA
price: \$30 gamefee includes sub, or \$9/10 issue for nonplayers
cost of a sample: free circulation: 50
frequency: four-weekly format: 12 open pages
first published: May 1963
games offered and running: Diplomacy keywords: chat, politics

The eldest zine in the hobby, *Graustark* has a flavour all its own. John mixes in political commentary, comic snippets, book reviews and other things that strick his fancy. I find it completely entertaining and I think you will too.....AY

Not only is *Graustark* the oldest zine, it's also the most offbeat politically. John is a determined pacifist, determined atheist, and determined satirist. His views on political leaders are delivered in blistering fiction, in the style of Swift; his sarcastic denunciations of religion, and especially of religion which messes with nonbelievers' lives and games and pastimes, are repeated but not repetitive. It takes an iron hide to disagree with John in his zine, even if you are largely on his side on an issue.

Gamewise, this is the most dependable thing going. Games are adjudicated with few errors and few separations (the latter because John insists on 'immediate return mail' retreats when there is only one power involved). True to the rulebook, draws include *all* survivors, and nmring units are disbanded. It's a lesson in the discipline of PBM play that all Diplomats should experience.....PJG

Greatest Hits

Pete Birks, 181 Friern Road, East Dulwich, London SE22 0BD, U.K.
price: 75p format: A4 open page
games offered: none

This zine turns up when it feels like—when Pete fills an issue, basically! Anything from a fortnight to two months. Hobby history, book reviews, letters, food, chat; it's all in here. Plus usually pages of what Pete calls "Duvet Stuffing"—reams of stats and useless info that is often of little point or interest except to the person that did it!! No games, but a bloody good read.....JH

Consistently a high score in the polls, and consistently the most fascinating writer on little, unimportant topics. Pete could do five pages on pencil lead and keep your attention all the way through. This is a reading zine only, and unpredictable—think of it not as a Dipzine, but like having a subscription to the collected newspaper columns of your favorite out-of-town essayist!.....PJG

Hoodwink

Stven Carlberg, 3024 Whispering Hills Drive, Chamblee GA 30341, USA; home phone: (404) 936-9023; fax: same as home (call first); email: stven@ix.netcom.com

price: \$1 cost of a sample: 50¢ or trade circulation: 45
frequency: five-weekly format: 16 open pages
first published: September 1990 latest issue seen: 25 May 1995 (#51)
games offered: Diplomacy for novices only
games running: Diplomacy, Gunboat keywords: chat, speedy

The original "Dip Zine for Purists" sails ahead toward its fifth anniversary. Games—which are strictly regular Dip, press and no-press Gunboat—continue to be entertaining and hard fought. Some of the features likely to please the Diplomacy purist in you are: no NMR in 1901, double-underlining for dislodged units in the game reports, plenty of game press and postgame commentary, excellent game maps, and an ongoing (though intermittent) anonymous roundtable discussion of the tactics and strategies of the game. It's also a fact that the most NMR-free PBM games I've ever seen anywhere are played in *Hoodwink*.

Play recently concluded in one game which began in *Hoodwink* #11, with only one competitor being replaced in all that time — so you may deduce that our players are nothing if not persistent. This makes a total of eight games begun and completed in *Hoodwink*; eight more are currently running, and I expect to announce the start of a ninth in #50.

This is about as big as I ever intend to let the zine get, as I believe I've reached my limit on the number of game reports I can turn around within two days of a deadline. Nevertheless, anyone interested in a good game of Diplomacy by mail, in a zine where the deadlines are strict and the competition is relentless, is welcome to send half a buck (or a trade copy of your own zine) for a sample and, if you like what you see, get on the list for a game.....SC

What can I say, I Love this Zine! The publishing format is one of the best (IMO), clearest, easiest to follow, and enjoyable of those I am familiar with; Each game has it's own page with a super clear map, extremely well formatted move and Press sections; The GM game notes add to the flavor of each game and show real creativity. The clarity of each game report (with map) makes it a breeze (and rather fun) to keep up on other games (than just those I am in). Stven also keeps things interesting with variety: including Regular Dip, Gunboat Dip, Scattergories, "Diplomatic" Chess (for a while), Democratic Dip (going on right now—check it out), an anonymous discussion column, and more as the fit takes him. The zine comes out each issue like clockwork (which is very important to me). Also, Stven is one of the easiest zine editors to get in touch with that I know—not only having Phone, Mail, & EMail (and, Fax if one calls ahead to have him set it up) but also being accessible for more hours per day than just about anyone else I know. I've enjoyed this zine so much that, in spite of occasional differences of opinion over game questions, I've continue to participate in something like 5 or 6 games in this one zine at the same time. ...BC

Another one of my favourite zines, Stven puts out one of the best looking efforts around. His maps are clear and his game reports easily readable. Of other interest is his Anonymous Roundtable discussions and an attempt to start an "All Novice" game. I only wish Stven would return the Scattergories! contest.....AY

Stven faced several setbacks (including the deaths of two grandparents) which delayed the publication of recent landmark issue #50. When that issue finally arrived, he said he would be splitting *Hoodwink* into two halves—some games, in other words, going out a week after the others—and that the zine would run down to a fold. Although he's been the source of good tactical debate and fun sideline games in the past, Stven will be running a series of semi-zines in an effort to pace his workload slowly down. *He will still run games for novices—if you're new to Diplomacy by all means write to him*, but other new players are not sought.....PJG

Imaginary Friend

NEW!!

Mike Ribeiro, 116 Edale Ave, Williamsburg VA 23185, USA;

email: meribe@mail.wm.edu

price: free cost of a sample: free circulation: 40

frequency: three-weekly format: electronic file

first published: November 9, 1994

games offered: Diplomacy, Gunboat games running: Diplomacy

keywords: e-mail, laid-back, speedy, variants, chat-wannabe

Planned as a zine-by-email, but I never received it.....PJG

Interzine

Lukas Kautsch, Seiterichstraße 5, 76131 Karlsruhe, GERMANY;

home phone (49-721) 612976

price: .05DM/page plus postage (about \$1.50+post)

cost of a sample: \$3.00 circulation: 150

frequency: monthly format: 32-56 A5 digest pages

first published: February 1989

latest issue seen: February 1995 (#73)

games: none keyword: German

Interzine is an amazing work—essentially amonthly *Zine Register*.

Instead of reviewing zines overall, it reports the contents of each issue

received each month, and Lukas sees zines from all over Europe.

Contents are in German.....PJG

Lemon Curry

Don Del Grande, 42 Eliseo Drive, Greenbrae CA 94904-1339, USA

price: 65¢ cost of a sample: SASE circulation: 35

frequency: five-weekly format: 8 open pages

first published: June 1980 latest issue seen: 11 June 1995 (#153)

games offered: Kremlin, Railway Rivals

games running: Diplomacy, History of the World, Kingmaker

keywords: hobby news, multi-games

The home of the International Diplomacy Tournament Ratings which Don uses to rate tournament players each year. He also runs a variety of games including Dip (and variants), Railway Rivals, History of the World and Kremlin. He also writes a fictional piece about the hobby, which can be quite humorous if you're versed in hobby personalities. Hobby news and commentary is included. Definitely worth a look if you're seeking a new zine.AY

Lots of silliness, plus a few games, too. Fine by me.....PR

Funny. Funny ha ha and funny strange. Don's trying to run Magic: the Gathering by Mail! Of late he has also begun discussing his interest in professional wrestling. He seems fascinated by the machinations of the two rival organizations (the WWF and WCW; if you don't know don't ask). This wouldn't normally interest me, as the only thing I know about wrestling is that Brett Hart is from Calgary, and that most of the male members of his family are or have been professional wrestlers. Still he [Don!] manages to make it interesting. Fortunately he also casts a jaundiced eye on other aspects of not necessarily important aspects of the news. The only warning I would have is to be careful in reading game adjudications, he has been known to make mistakes in the past.BM

#153 is Don's Fifteenth Anniversary, a big moment in the life of a zine and even bigger when you've been *three* zines down through the years (the previous names were *Life of Monty* and *A Sharp Mind and a Black Knight*. Don has... what's that, Don? Oh, a *A Sharp Mind and a Straight Knife*—tough to keep all the Monty Python references straight around this one.

Don is a game fan beyond Dip, so in *LC* you always get the inside skinny on the next Big Thing to hit the game biz. You also get a variety of regular-feature comedy pieces: the Dip Bowl quiz show, Dip Warz, and Monty's News and Comment.

Th wrestling references, of course, go completely past me. ...PJG

Lepanto 4-Ever

Per Westling, Gotgatan 50A, Linköping S-58231, SWEDEN; work

phone: (46-155) 247273; email: pow@lysator.liu.se

price: US\$2 air mail cost of a sample: \$2 circulation: 50

frequency: six-weekly (irregular) format: 28 A5 digest pages

first published: August 1989 latest issue seen: December 1994 (#35)

games offered: Faith & Sword (vt), Diplomacy, Nuclear Yuppie

Evil Empire Dip

games running: Diplomacy, 1885 III-R (vt), Scattergories

keywords: international, variants, hobby news, chat, politics,

bridge

I have been very intersted in the concept of a world-wide hobby and have at times had a global readership. But with the failure of WDC (and EDC) my interest has started to fade. The zeen is currently undergoing some changes that noone will know the outcome of. I suggest that you *don't* get this zeen right now but instead (if you are intersted) wait until the zeen stabilizes again. But there are a few exceptions: I wouldn't mind more readers interested in writing/reading about Bridge and anyone interested to write a regular column or run a subzeen are very welcome!.....PW

This Swedish zine is published by Per Westling in English (well, there's some Swedish tossed in here and there). Just a few games are offered; but it's one of the two places to play Scattergories! (one of my favourites). Plenty of discussion and chat about the hobby and conventions in Scandinavia and Europe. One of the zines I look forward to getting.AY

It looked rather iffy for a while there. Per took a long break from publishing *Lepanto 4-Ever* following EuroDipCon II in Stockholm and WorldDipCon IV in Birmingham. Indeed, Per admitted that he considered folding the zine which has a large international following. Part of the problem was the "disappointment and frustration" he felt about the international hobby based on several events over the past little while. Fortunately he has decided to keep going for a while yet. One of *L4E's* strengths is an active lettercol, mainly from Scandinavian writers but with a fair international contingent. One of the things that disappointed me slightly in the most recent issue was that there was a huge backlog of Shaun Derrick's subzine *Globetrotter*. Not that I dislike Shaun's effort, it's just that it sometimes seems like there is less and less of Per in Per's own zine.BM

Per's own comments should be taken with a grain of salt. They were written on the heels of a disappointing series of cons.PJG

Lime House

NEW!!

Michael Lowrey, 6503-D Fourwinds Drive, Charlotte NC 28212,

USA; home phone: (704) 563-9226

price: \$8/season; free to standbys

cost of a sample: free

circulation: 13

frequency: monthly

format: 6 open pages

first published: August 1994

latest issue seen: November 1994 (#4)

games offered: United standbys needed

games running: United

keywords: United

Once upon a time Kevin Brown ran a United league/zine called *Pilot Light*. Just as my team was decent, he folded. Somehow, I was talked into running my own league, which was modelled on, among other thing, *Pilot Light* and *TAG*. If you're interested in giving United, a fun soccer management simulation, a try, drop me a line. If you're not, then this isn't your zine.ML

The newest United league on the block is housed here. Michael does his usual excellent job of GMing and the zine has one of the better press sections of any United zine. This is a good place to look for next year as I anticipate him adding one more division.AY

Not seen at ZRHQ.PJG

A Little Original Sin

Vick Hall, 115a Offord Road, Islington, London N1, ENGLAND

price: 80p

frequency: six-weekly

format: 32 A5 digest pages

latest issue seen: February 1995 (#29)

games running: Sheltering Lands, Gunboat, Dip, Breaking Away, Necromancer Dip, Under 15's Gunboat, Cannibalism III, Government, World Cup, Bourse, Columbus, Acquire, Vallee Des Mammouths

Vick Hall is always entertaining and I quite like *ALOS*. He's currently running a replay of the World Cup and other interesting games (Vallee des Mammouths) as well as Dip and variants. Vick throws in interesting articles and thoughts about England and the British hobby. This is a British zine which Americans can easily play in and is a good read.....AY

Mach die Spuhl!

Miguel Lambotte, 8 Rue de la Bascule, Fexhe-Slins B-4458, BELGIUM

keyword: French

I haven't seen a recent copy.....PJG

Making Love in a Canoe

Brent McKee, 901 Avenue T North, Saskatoon Saskatchewan S7L 3B9, CANADA

price: 3.5¢/page plus postage

circulation: 30

frequency: six-weekly

format: 20 digest pages

first published: November 1992 latest issue seen: 19 May 1995 (#21)

games offered: Diplomacy (2), Gunboat (2)

games running: Diplomacy, Facts in Five modified, Colonial Dip

keywords: chat, history, nautical

Relentlessly Canadian. Which means that if you step on my toe I apologize, if there's no traffic at 4 a.m. and the traffic light is against me I will wait until it changes. Polite, but this doesn't mean that I won't discuss things fervently in the letter column or that I won't raise controversial issues in the editorial section. My aim is to produce a zine that does more than run endless games of Diplomacy with nothing but the game reports and little press. I hope I'm producing a zine that is an interesting place to hang out. Now if only I can do a better job of running those bloody games.

P.S. The zine also includes an every-other-issue subzine called "Oh Thank Heaven..." by Greg Borisko who tries to be controversial in desperate attempt to gain approval...or at least acknowledgement of his existence.....BMCK

Where you'll find the *Northern Flame* Tradition. Brent took a lot of time to decide what he wanted before starting up so it has evolved little, if at all—just consistent quality from Day One. Now, if he could only straighten out those synaptically-challenged printers he uses...RL

Brent's zine gives a good dose of Canadian history with each issue along with a lively lettercol. The game reports are clear and the maps quite well done. It is another I particularly like and look forward to receiving.....AY

Like Brent, I find it curious that Rob Lesco has taken on a zine called *Northern Flame*, but gladly given up the tradition behind that name. But he's not quite right—*MALOC* is not where you'll find the *NF* style. Chat abounds but it's not chatty, it's serious; topics have included the Canadian navy (in a series of articles), the treatment of Mounted Police in movies, and recent disasters (Kobe, Oklahoma City). Cal White never tackled so many heavy subjects in such a short time.

Gamewise there's nothing notable here. Four games going, two lists open, and nothing but Dip and Gunboat so far. Worth reading if you're into things military or serious study of modern society.....PJG

Maniac's Paradise

Doug Kent, 6151 Royalton Drive, Dallas TX 75230, USA; fax: (214)

750-5892; email: 73567.1414@compuserve.com

price: \$1.50; \$3 overseas

sample: \$1

circulation: 90

frequency: monthly

format: 44 open pages

first published: March 1989

latest issue seen: June 1995 (#76)

games offered: Diplomacy, Gunboat, Ace of Aces, Kingmaker, Machiavelli

games running: Diplomacy, Gunboat, Diadochi V (vt), African Dip III, Woolworth IID (vt), Minimalist Dip, Middle Eastern Dip II, Narnian Wars (vt), Enemy in Sight

keywords: chat, e-mail, speedy, fannish, hobby news, international, Whining Kent Pig

I subbed to this zine originally as I read elsewhere that "if James Hardy were to ever start a zine, this is what it would be like...". I don't know if I agree with that (or the person that said it still thinks it!) as whilst Mr. Kent can be just as off-the-cuff and childish as I, he doesn't seem to want to annoy anybody *too* much nor employ sarcasm and toilet humor to get his laughs; I suppose to a lot of people this would be a plus... Reliable, and especially with its new subzines, informative, this is a zine to check out.....JH

"Punctuality", thy name is spelled D.O.U.G.L.A.S. K.E.N.T. !! Since this is one of the most important aspects of a zine that I want, *MP* ranks as one of my most favorite zines. And this is even in spite of the deadline punctuality leading to my only NMR ever [when I called in my orders 4 minutes past the deadline (:-[). This is one place where a deadline *means* a deadline!! Of the zines I subscribe to Doug maintains the widest variety of contents including Regular Dip, Gunboat Dip, Scrabble, Enemy In Sight, Minimalist Dip, Woolworth, subzines (plural), lettercol, and more—and *lots and lots* of Dip. The Dip game reports all include maps which are easy to read and the variety makes it possible for just about anyone to find something to like and follow here—reports all include maps which are easy to read and the variety makes it possible for just about anyone to find something to like and follow here—which helps explain *MP*'s subber list of over 80! Doug is also another one of those "easy to get ahold of" GM's with phone, fax, mail, Compuserve email, AND Internet email (as well as keeping up on the Internet rec.games.diplomacy newsgroup.....BC

What can I say, this is one of the zines I eagerly await each month. Doug provides an excellent product with a wide variety of games, columns and topics. Subzines carry recipes, science-fiction discussion, a scrabble game; while Doug adds commentary on his interesting life and a zine recap (mini-reports on each zine he receives). A lively lettercol is present and a mini-comic is usually thrown in the mailing envelope for good measure. This doesn't even mention the games (besides the basic Dips, he has Kingmaker, Machiavelli, Ace of Aces, and Kremlin). Highly recommended.....AY

Appeared on a regular schedule in spite of the editor's move to Texas. A large zine containing both games and letters; carries my college football ratings during the season. Now sends comics with the zine.....RS

Probable winner of this summer's Runestone Poll, Doug has been putting hard work into this zine every first-weekend-of-the-month for six years now. He'll have more to do now with *Diplomacy World* but Doug has been doing *Foolhardy* for a while, plus publishing *DW* and playing his heart out in games all over the hobby, so we know we's used to a large workload.

The reason it'll win is the same as every winner in the past fifteen years: a large following of readers, getting a zine packed with material. Most *MP*s run over 50 pages; even though Doug uses huge type for his games that produces pages and pages of letters, subzines, and whining about Doug's home life (*especially* whining about Doug's home life). And since Doug lists the highlights from every zine he gets each month, you can keep in touch with all the hobby news on about as fast a basis as possible, just by reading *Maniac's Paradise*.PJG

Metamorphosis

David Wang, P.O. Box 1564, Piscataway NJ 08854, USA

price: 75¢

frequency: monthly

format: 20 open pages

first published: July 1992

latest issue seen: May 1995 (#23)

games offered: Diplomacy, Gunboat Diplomacy, Colonia VII (vt),
Snowball Fighting, Dodgeball PBM, Swashbuckler, Lost Worlds,
Gonzo Monopoly

games running: Diplomacy, Gunboat, Snowball Fighting, Fog of
War Dip

keywords: chat, multi-games, laid-back

I just started getting this zine as a result of an orphaned game being assumed by David Wang (orphaned from Fred Hyatt's *The Home Office*—<sob>). The zine itself is well organized with clear maps and a clean, easy to follow layout. The zine is running several types of games including Regular Dip, Gunboat Dip, and Showball; and includes quizzes and Star Trek discussions, among others. The one game it runs which I haven't mentioned yet is one Dave has professed a special interest in—Fog of War (where each player only knows about opponent unit positions which their own units can "see" in adjacent spaces). Variants of this include Gunboat Fog of War and, really wild, No-Press Gunboat Fog-Of-War!! For obvious reasons, these games are run by flier. About the only negatives here are that David is only reachable via postal mail (unless you live close enough and can arrange to visit) and tends to keep a somewhat loose publishing schedule. But even so, the zine and the games are interesting worth checking out.BC

Nothing fancy, nothing fast, just a good zine if you're a sci-fi fan (plenty of discussion about Star Trek, Babylon 5 and such). Dip and Gunboat are most of the games, but Snowball Fighting, Gonzo Monopoly and Dodgeball PBM are available. I enjoy it; but then again I'm a sci-fi fan.AY

Lots of Star Trek talk, Dave's doodlings and, oh yes, some games, which seem to be firmly out of the spotlight. The latter, however, give those of us who aren't totally consumed with the new generation of Star Trek clones—the original series RULES!—something to think about when our eyes start glazing over.PR

Very irregular schedule, large amount of discussion, especially of Star Trek matters. Runs Snowball Fighting.RS

Dave's schedule has actually been pretty good in the past year, and beyond the regular *Meta* mix of games and Star Trek he's also produced a couple of really winning silly issues, April-Fool style self-fakes. For instance, during the baseball strike we were treated to a "Dip players on strike!" issue, with replacement games including chess and blackjack and hobby pets as replacement Dipsters.

You *do* need to enjoy sf, and especially sf television, to enjoy the current phase of *Meta*. Snowball Fighting is fun, but doesn't generate much press here yet; with so much Gunboat, and Mad Libs (??), the real reading material is in the subzines and letters.PJG

Mission from God

Peter Sullivan, 55 Brunton Street, DARLINGTON, County Durham

DL1 4EN, ENGLAND; email: peter@manorcon.demon.co.uk

price: £1.50

frequency: semiannual

format: 18 A4 open pages

first published: 1989?

latest issue seen: Winter 1994-95 (#42?)

games running: none

keywords: e-mail, hobby news, international, service zine

I will be passing on the editorship, but will continue to sell copies of the latest issue until my successor produces an issue in the summer of 1995.

Mission from God is also available for free via the Internet, using anonymous FTP. It's on ftp.nda.com, in the /pub/diplomacy/Zines/Magnifique directory, in either postscript or ASCII format. Many thanks to David Kovar for setting this up.PS

New editor is Kim Head (23 Higher Efford Road, Efford,

Plymouth PL3 6LB, U.K.), who is gathering reviews for the next issue as of 16 June. Write Kim, not Peter.PJG

Mondo Diplomatico

Luca Barrantini, Via Marradi 103, I-57125 Livorno, ITALY

latest issue seen: 18 January 1995 (#124)

keyword: Italian

This is mostly in Italian; however, it is one of the senior zines in the world at approaching issue #125!! It offers Dip, Dip variants, and 1830 amongst other games. International Gunboats (with English adjudications) are offered. I just wish I knew Italian so that I could further my enjoyment of this thick publication.AY

Niccolo

Chris Hassler, 631 Candia Circle, La Habra CA 90631, USA

home phone: (714) 773-0940; email: 70514.37@compuserve.com

price: \$1

cost of a sample: free

circulation: 15

frequency: semi-annual

format: 10 open pages

first published: October 1989

latest issue seen: December 1994 (#20)

games: none

keywords: international, service zine

Niccolo is the official zine of the Number Custodian for Machiavelli. It provides a forum for publishing articles, game results, game starts, game openings, and the Machiavelli Ratings Poll. It's admittedly pretty dry stuff, but if you want to find out who out there plays Machiavelli, this is your place.CH

This is the house publication of the Machiavelli Number Custodian. Chris is working diligently to coordinate all Machiavelli activity in the world—and the fruits of his labor show up here. He has listings of which GMs/zines are running Mach, who the players are around the world, a question/answer section, variant rules; as well as records of game starts and end-game statistics. His publication is so valuable and successful that the Italians are emulating it for their national publication (and keeping close ties with Chris).AY

Niccolo hasn't changed much, it's still a compilation of everything Mach-wise in the hobby. It's a small special interest but all the players, GMs and zines are listed here, along with stuff on how to GM the game. A must for the Mach player.PJG

Northern Flame (Volume 2)

NEW!!

Robert Lesco, 49 Parkside Drive, Brampton Ontario L6Y 2H1,

CANADA; home phone: (905) 452-6304

price: \$1

cost of a sample: say 'please'

circulation: 55

frequency: six-weekly

format: variable, usually 16–20 digest pages

first published: December 1987

latest issue seen: April 1995 (#55)

games offered: Diplomacy

games running: Diplomacy (6), Gunboat (2) keywords: laid-back,
sesquipedalian

When Cal White handed *NF* over to me he asked that I keep the name. This brings with it certain expectations which I am not capable of meeting. For the *Northern Flame* Tradition I suggest Brent McKee's zine [*Making Love in a Canoe*]. I like to think I am carrying on the *Clandestine Activities* tradition instead.

I hope *NF* is a friendly place to play. As a player, I like maps and player addresses in every issue and that is what I do here. There's other stuff, too, spun-off from my old sub-zine primarily to take up space.

Go ahead, Pete: be BRRRU-TAL!RL

This has been a transition time for the zine. In July, Cal White handed the zine lock, stock and barrel over to Robert. Robert, who'd been guest GMing a few games in the zine, has taken the reins and started to get *NF* back on its feet. The last issue was an improvement on the previous few, and I expect Robert to continue the trend. Chat, news and columns are making their way back—a good thing!!AY

New editor Roh Lesco has two issues of *Northern Flame* under his belt, and the results hasn't been bad. Rob is someone who has a lot to say and says it, with an interesting sense of humor. His GMing seems fairly competent (although I'm not in any of his games). There are a couple of problems at least to my way of thinking. The turnaround time so far seems a bit long, although it that's how long it takes him to get the job done right, fine. The other problem I see is one of expectations. Pete chided the reviewers of *Northern Flame* in the last *Zine Register* for criticizing it for not being what it once was. One of the problems I see is that, by taking over an established (even renowned) publication like *NF* rather than starting his own zine, Rob may suffer by comparison with Cal and the old style of *NF*. Rob's zine is rougher, it has none of the desktop publishing prettiness that typified Cal's version in its heyday. Rob uses hand-drawn maps, is experimenting with format and seems almost allergic to working with a computer. There is absolutely nothing wrong with this, except for people who want/expect the old *Northern Flame*.BM

As I said under *MALOC*, nobody is really doing a zine the way the old *Northern Flame* did. And that's okay! What we have now is a lucid, head-cocked-cynical approach to the world, with Robert giving us both a sarcastic take on modern life and a serious take on classical music. With Doug Acheson returning to Dipdom here, we'll soon have a fine return to the traditional bash-each-other Canadian groupzine Toronto has often produced. Support the cause of anachronistic production methods—read *Northern Flame* today!PJG

Nothing to Declare

Paul Bennett, 103 Deleval Close, Newton Aycliffe DL5 4QP, U.K.

price: £1.30

frequency: irregular

format: 16 A4 open pages

latest issue seen: February 1995 (#19)

games offered: Diplomacy, Railway Rivals, Three's A Crowd,

Columbus, Espion (vt), Quaddro-Scrabble

games running: Diplomacy, Railway Rivals, Mastermind, Meteo, Countdown

I've just started receiving this UK zine, which had been delayed three months between issues. It offers commentary on the UK scene, the English language and other interesting tibits. I haven't seen enough to make a judgement on it; but I think I'm going to like it.AY

NTD continues to entertain and educate. Mr. B knows what he wants to say and, being an English teacher, knows how to say it—properly! Recently having started a column on English Grammar, this zine should be received by all Americans so they can see just what they've done to our wonderful language! Lots of articles and opinions mean there's never a dull moment in this far too-underestimated and undersubscribed zine.JH

James is wrong about *all* Americans—just as we don't *all* mess up the language, we shouldn't all read *NtD*. Those who should read it are: people who enjoy quick games and quizzes, or Dip and Railway Rivals; those who enjoy pedantic grammar lessons; *and* those who just want to meet Brits on their own turf. It's probably not a place to play—pace is too slow and printing can be dodgy—but read and enjoy.PJG

off-the-shelf

Tom Howell, Box 1450, Port Townsend WA 98368-0036, USA;

email: thowell@pt.olympus.net

price: \$1

cost of a sample: SASE with 55¢ postage

circulation: 36 in the hobby; 10 to family and friends

frequency: six-weekly

format: 24 digest pages

first published: October 1992

latest issue seen: 1 May 1995 (III:3, #24)

games running: Regular Diplomacy (3); Hardbop Downfall (v) (2);

Multi-player Battleship (1); Fog-of-war, gunboat, no-press

Diplomacy (1). No cost to play, outside of subscribing

keywords: chat, e-mail, variants, international

The *off-the-shelf* synonym list has grow to include “awful shellfish”, “off-the-rails”, “off-the-sheets”, “off-the-wall”, “off-yourself”, “oolf-the-shelf”, and “well-off-and-selfish”. This is a friendly, family 'zine, featuring maps. Even “Mom” plays here! Ask for a sample (via a SASE) and if you don't like the thing enough to sub, perhaps you can give us a new “alternative name.”TH

In the year and a half (or so) since Tom began this zine (mainly on the strength of taking over orphaned games) he has built up quite a respectable cadre of International (as well as American) subscribers. Tom maintains a rather interesting variety of games running in addition to Diplomacy. Currently winding down is Nuclear Diplomacy—yep, you build Nukes instead of fleets and armies! At the time of writing all that remains of Europe is NAf, Tus, Boh, Arm, and Cypress—but still the war rages on! There are also several games of Hardbop Downfall, a Tolkienesque Middle Earth based game which I find fascinating to follow and a new game of Battleships! Tom also reports he has a new idea (for a game) to try out in the next issue or so. Generally, the Dip games follow British rules with predictive adjustments (where you submit anticipated retreat/disband instructions with your moves and avoid the option for diplomacy during a retreat phase, per the rule book). Personally, having only played North American rules so far, the prospect sounds scary—but some people swear by it and I plan to try it out shortly. Finally, Tom's “In My Neighborhood” discussions about his hiking, life in PT, and other matters is interesting and I enjoy following his map quizzes (where he gives a snippet of a map of some kind which we then have to identify). The variety here is astounding and it's almost never easy—but it's fun.BC

A delightful zine from the Northwest—this is one place to play Hardbop Downfall, amongst other offerings. I like Tom's mix of chatter, personal commentary and his “Off-the-Map” quiz. Definitely worth a look if you're interested in getting another zine.AY

If you described zines like you do wines, I suppose you'd call *off-the-shelf* a modest, unassuming little zine. It features neat layout, well-run games, and editorials which tend to focus on the life of the publisher. Tom Howell is a man with an interest in geography and nature. There's a regular map quiz and the covers feature pictures of plants and animals. The lettercol is made unusual by a couple of things. First, Tom separates material coming by email from those of us who cling to the post office. Second, he separates his responses from the letters he's responding to. I'm not certain I like that part, but it is his zine. In short while I don't expect *off-the-shelf* will ever top the Runestone Poll, I do think that it is a good, competent, well-run product. You could do worse than to subscribe or play here.BM

Much worse indeed. *off-the-shelf* has elements of two old zines I'd like to point out: the gentle philosophy of life and time spent is much like *Magus*, while the format is much like *Fiat Bellum!* No wonder I like this, as those were my hobby homes for many years.

Tom's lettercol is indeed hard to keep straight. He has done several things with font and indent to make it as easy as possible to keep letters and responses straight. However, sometimes it still happens that you read a letter, then several pages later read his comment on it, and have no idea what's going on without flipping pages a couple of times.

But the narratives of Tom's outings in folk music and dance, or gardening, or just walking around town, are fascinating and very personal—it's wonderful to have an editor who does this, and that he GMs unusual things like Downfall is all the better.PJG

On The Game

Paul Cockayne, 18 Henry Road, West Bridgeford, Notts. NG2 7NA, U.K.

games offered: Diplomacy, Railway Rivals, various numbers games and puzzles

Despite an editorial and letter column, this zine still comes across

rather warehousey. The emphasis is on number crunching and logic puzzles, with various home-grown games that are regularly playtested. Definitely are for MENSA hores! Probably one for thinkers. Not one for couch potatoes.....JH

PBEM

Greg Lindahl; email: gl8f@virginia.edu

price: free

cost of a sample: free

frequency: monthly

format: electronic file

first published: July 1992

latest issue seen: February 1995

games: none

keywords: e-mail, hobby news, international, sports games

The Play-by-Email Fanzine is a 'zine which covers all free play-by-email games. The 'zine itself is also free. So far none of the articles have been about Email Diplomacy, which has a thriving Internet community, but there have been articles about a number of other email games, including wargames, sports games, and abstract games. There is a large list of game descriptions, contact addresses, and so forth each issue.

This fanzine may be accessed at:

http://fermi.clas.virginia.edu/~gl8f/pbem_magazine.html

<ftp://ftp.erg.sri.com/pub/pbm/magazines/>

It is also posted to the Usenet group rec.games.pbm, and the editor also distributes issues via a mailing list.....GL

PBM '95

Lukas Kautzsch, Seiterichstraße 5, 76131 Karlsruhe, GERMANY

home phone: (49-721) 612976

price: \$4

circulation: 250

frequency: annual

format: 100+ A5 digest pages

latest issue seen: Winter 1994/95

games running: none

keywords: German

PBM 'XX is an annual which lists every zine and every game in the German hobby. PBM '95 listed 156 games, 61 zines, and ran to 112 pages (including advertising bought by various zine editors). Although the listing is in German, several of the German zines are printed in English.....PJG

Perelandra

Pete Gaughan, 1236 Detroit Avenue #7, Concord CA 94520-3651, USA

home phone: (510) 825-2165; fax: (510) 825-3419; email: gaughan@netcom.com

price: \$1; \$2 overseas

cost of a sample: free

circulation: 110

frequency: monthly

format: 20 open pages

first published: June 1982

latest issue seen: June 1995 (#129)

games offered: Diplomacy, Snowball Fighting, Railway Rivals,

Blind Dip 1801

games running: Diplomacy, Gunboat, Youngstown XV Dip,

Snowhall Fighting

keywords: chat, e-mail, fannish, laid-back, left-wing, politics, variants, multi-games

This is no ordinary zine, oh no! This is no supernatural zine, either, no matter what certain Diplomacy fans may say. This is an unusually small (print size, that is), unusually large (number of games, that is), unusually thin (the editor's patience), unusually thick (the editor's head), zine. THAT's what kind of zine this is.

Much will be made of the fact that we are having a child—well, I am stubborn enough to keep publishing despite that, but that's why I'm handing on the responsibility for *Zine Register*. Much will also be made of the fact that *Perelandra* has won the past three Runestone popularity contests—well, I am concerned enough for the hobby to hope that someone else wins it this year. *Pere* will keep on keepin' on, no matter how many people score it "1" or "10", so long as there are readers who want to enjoy conversation and games and each others' company. ..PJG

My latest addition to US zines, *Pere* is definitely the most "English" zine I see. Lots of chat, letters, and articles—most of which aren't just for the American audience either (i.e. Baseball, American Football, etc.). Recommended, though with a child on the way (congrats again, Pete) who can say where *Pere* will be in 12 months' time?.....JH

Winner of the last three Runestone Polls, this is the standard the rest of us pubbers are judged by. Punctual, attractive, intelligent. 'Nuff said.....PB

Three time Runestone Poll winner, what more can one say. After a hundred and a quarter issues, *Perelandra* is still going strong. Pete has an excellent mix of games and features; and he's not afraid to run the more difficult variants (such as Deviant and Youngstown). The next year will show some changes as the impending arrival of a miniature Gaughan takes up time. However, Pete is working to fill the cutback in his writings with columnists. This is another of those zines that I eagerly await the arrival of; highly recommended.....AY

Lots of variety in both games offered and reading material. Very dependable—the 49ers of hobby zines. Easily one of the best zines around, for a long time running. If there's anything to complain about, it's that Pete is far too content in his publishing effort. Perhaps the zine needs some shaking up to revitalize it.PR

Three-time winner of the Runestone Poll, something that hasn't been done since *Europa Express*. There are lots of reasons for this, Pete does a good job of writing the chat bits of the zine, and you can get good debate from Pete and the other readers in the lettercol. Beyond that, *Perelandra* offers a good variety of games. It has a very good mix between chat and games, and that keeps the zine ticking along like a well-tuned engine. What we don't know right now is the effect of impending fatherhood on the editor and his zine. This could be the year that someone else wins the Runestone Poll... but I wouldn't bet on it. If you're looking for a first zine, or better yet a second zine, this is the one to get.....BM

Pontevredia

Andrew York, Box 2307, Universal City TX 78148-1307, USA;

email: WAndrew@aol.com

price: SASE

cost of a sample: SASE

frequency: monthly

format: 4 open pages

first published: August 1990

latest issue seen: May 1995 (#55)

games: none

keywords: service zine, e-mail

This is a games opening zine for the North American hobby. Each zine is listed either with information provided by the publisher or I receive a copy of the zine. If you're looking for the odd variant, this is the place to monitor (as well as bugging your favourite GM to start one up!). Contacts on the email circuit are listed if you're looking for games there and the zine is available via FTP.AY

What can I say? THE place to find a place to game. The format isn't as pretty as it was under Phil Reynold's editorship, but that is more than made up for by the "What's Available in North America" subzine which indexes the 'zines by game. A valuable asset for any serious postal player.....PB

Postspillion

Reinhard Schön, Ratgebweg 14, Ulm-Lehr 89081, GERMANY

price: DM4 + postage

circulation: 60

frequency: five-weekly

format: 50 A5 digest pages

first published: April 1985

games running: Bretton Woods, Dividende et Impera,

Doublequotes, High Noon, Poesiemeister, Sugar Ray, Turbo

2000, Vox Populi

keywords: multi-games, international, sports games, warehouse, German

Postspillion was founded in 1985 by Reiner Knizia, a semiprofessional game inventor. Most of the games we run are creations of Reiner and the *Postspillion* team. Our games are designed for pbm purposes and have no resemblance to board games. They can be entered anytime and are open for an unlimited number of players (except for High Noon and Vox Populi; the latter is limited to 12 players while HN can only be entered in the first turn)......RS

The Prince

NEW!!

Edoardo Mattei, Viale Sartorio 95, Rome I-00147, ITALY

email: Ed.Mattei@agora.stm.it

price: \$5.50

circulation: 15

frequency: semiannual

format: 16 A5 digest pages

first published: January 1995 latest issue seen: January 1995 (#1)

games: none

keywords: international, service zine

The Prince is the zine of the Number Custodian for Machiavelli for Italy. It provides a forum for publishing articles, game starts, game openings, ratings poll and variants.EM

Protozoan

Scott Cameron, 4 Meadow Lane, Hicksville NY 11801-5304, USA;

email: PROTOZOAN@aol.com

price: 32¢ for players, 50¢ for non-players

cost of a sample: free

circulation: 22

frequency: three-weekly

format: 4 open legal pages

first published: August 1984 latest issue seen: 16 April 1995 (#157)

games offered: History of the World, Maharaja, Republican

Presidential Nominee Bourse, Kingmaker Bourse(?), Guerilla

games running: Maharaja, History of the World, 1830, Republican

Presidential nominee Bourse

keywords: warehouse, speedy, multi-games

Each issue of *Protozoan* is personally typed by the editor while sitting in the nude.SC

Right up there for the "Ugliest 'zine in America" award now that *Vertigo/Meet George Jetson* has gone into the computer age. But that's OK if you want a lot of different games quickly. A lot of the newer games make their postal debut here, so this is the cutting edge in some respects.PB

Protozoan is always in the mail on the first postal day after the Saturday deadline; it's always a lean mean multi-games machine (only two pages for some issues, as Scott types clearly but without margins!); and it's often humorous as Scott pokes sarcasm at the Postal Service or some other institution, or at himself ("*Protozoan*—the zine which is generally acknowledged to most likely not be a vector for leprosy!" Aw, c'mon, Scott, don't be so modest!).PJG

Rambling WAY

W. Andrew York, Box 2307, Universal City TX 78148-1307, USA;

email: WAndrew@aol.com

price: \$1; \$1.25 in Canada/Mexico; \$2.25 overseas

cost of a sample: free

circulation: 105

frequency: monthly

format: 24 open pages

first published: October 1990 latest issue seen: May 1995 (#53)

games offered: Diplomacy, Gunboat, Acquire, Empire Builder,

Youngstown IV Dip, Gunboat Fog of War Dip, Railway Rivals,

Fog of War Dip

games running: Diplomacy, Gunboat, Railway Rivals, Colonia VII

(vt), Empire Builder, Acquire, Fog of War Dip, Gunboat Fog,

War in North America (vt), 1492 (vt), African Dip

keywords: chat, history, rail games, variants, multi-games, Mensa, international, hobby news, e-mail

I've made it over fifty issues, it's hard to believe I've been publishing for over four years. However, it still is a lot of fun to

produce and I've a great bunch of players and subbers. I try to let the readers have the floor with a directed question (Poll Question) in each issue and a small lettercol. Of course, I continue to try and find columnists outside of the US and expand my players/subber pool to include overseas participants.

Right now, it is bursting at 24-pages and I'm contemplating breaking that barrier (with an increase in cost as well). This will allow more room for my participation, additional columns and a more active lettercol.

I am open to GMing just about any game and/or variant out there. If there's no room in *RW*, I'll usually start a flyer for it (currently nine games are on flyer). And, of course, Scattergories! is available in each issue for everyone to try their hand.AY

Upon first impressions this zine looks rather "warehousey." However look closer and you will find a fair bit to read. This is usually the place to find out what's happening in the world of Star Trek too, if you are Universally-challenged, as we are in the U.K. Reliable, quick, friendly, and recommended.JH

Comes out on schedule, has a variety of games, and runs many games by flyer.RS

Rambling WAY seems to struggle to keep the reading/chat level up. The games are there—several of them, with lots of white space (but no maps), varied in nature and quantity of press. But some months the Poll Questions draws two pages of response, and some months only two paragraphs. Sometimes the subzine writers—who discuss interesting exotic or historic places—show up, and sometimes Andy's on his own. Leave me wishing for more every time.PJG

Ramblings by Moonlight

Erie Ozog, Box 1138, Granite Falls WA 98252, USA; home phone:

(360) 691-4264; email: elferie@aol.com

price: \$1; Canada and overseas \$1.50

cost of a sample: stamp

circulation: 45

frequency: five-weekly

format: 20–24 digest pages

first published: January 1991 latest issue seen: 8 April 1995 (#47)

games offered: Diplomacy

games running: Diplomacy (6)

keywords: chat, e-mail, laid-back, family, woodsy, friendly

Ramblings by Moonlight was born in 1991 through the union of *Cathy's Ramblings* and *Diplomacy by Moonlight*—two defunct (but classic) zines. The zine is mostly a medium for keeping in touch with family and friends from the Great Northwest, plus providing a place to play postal Dip. '94 was a slow year (only 9 issues) but I hope to pick up the pace a bit in '95 (10–12 issues). Letters are welcome, and I'll probably be focusing more on environmental/conservation issues this year.EO

RbM is always a pleasure to read. Eric brings us into his family and let's us enjoy, in part, the life of a Forest Ranger. There's a smattering of Park Service information and other interesting tidbits. Eric also has some of the best game reports and maps around.AY

Another good solid zine. Eric writes about life, music and family, which is good because he has an interesting life. Eric is environmentally-friendly; not surprising since, as a forest ranger, he is one of the conservators of the environment. In addition he has a couple of excellent occasional columnists. He runs his games quite well, and is more than just an observer when it comes to press. *RbM* isn't really pretty, functional is probably a better adjective. Child #2 is on the way to the Ozog household, but don't expect a little detail like that to disrupt this publication.BM

I've got copies of this thing all the way back to issue #2! It's now at 45, and is nothing if not regular! *RbM*, more fully known as *Ramblings by Moonlight*, features Diplomacy and stuff to read. Cover art is always ... "interesting." This is a "family 'zine," in which we always know what Ranger "Elf" Eric has been up to via "News on the Home Front". Music albums are discussed, reviewed and traded. Letters appear sporadically, and "subzines" come and go. "Sorcerers & Strategists" has been appearing here recently. We regularly see stuff

from the Forest Service that has struck Eric on the funny bone—or elsewhere... When things are slow (slow-to-fill gamestarts or few letters), Eric will inspire us with things like “The Coming Anarchy” by Robert Kaplan.

Technicals vary, often because letters are copied just as received by Eric. *RbM*'s Dip maps are sharp and the hand lettering showing units is easily read. The overall look is sorta funky, but it gets the job done very well.TH

Eric has taken to including some internal memoes to show us what's going on in the Forest Service. The family notes change in size from issue to issue, most months we get a page of Ozog doings. John Michalski makes a periodic appearance in the brief letter column, and Eric provides clear, neat maps and game-report layouts. Overall the right size and feel for the price.PJG

The Roar of the Crowd

Eric Brosius, 41 Hayward Street, Milford MA 01757-3554, USA

price: \$5

frequency: annual

I take the tack that the Runestone Poll is, overall, a positive influence on the hobby. Thus, I find the annual *Roar of the Crowd* a good place to find out what is going on with various publications in the hobby. Of course, it isn't as valuable as the *Zine Register* to finding new places to sub; but it is still helpful.AY

The Roar of the Crowd not only gives the results of the annual Runestone Poll (you can get that in most zines, or from Eric for 50¢); it also details all the voting and calculation that led up to those results. Lists and comparisons of votes, matrices of who reads which zines, and the detail on zines/subzines/GMs that didn't get enough notice to make the main lists. It's all laid out for those who can't get enough numbers in their hobby.PJG

S. N. O. T.

NEW!!

James Hardy, 21 Gourley Road, Liverpool L13 4AY, U.K.; home

phone: (44-151) 2203018

price: 65p; £1 overseas

cost of a sample: SASE

frequency: five-weekly

format: 40 A4 digest pages

first published: May 1994

latest issue seen: 8 April 1995 (#9)

games offered: Diplomacy, Gunboat, Skinny Dip II, Zeppelin Dip,

FMOF, Tutankhamun

games running: Diplomacy, Fair Means or Foul, Speed Circuit,

World Cup Tournament Football, Columbus, Sopwith, Razzia,

Silverton, GWR, quiz

keywords: chat, history, laid-back, international, tongue-in-cheek

I run this zine to entertain myself as well as the subbers. If you're after a “games and turnaround are all-important” type zine, then this prob'ly isn't for you! If you like to have a giggle, either at my or your own expense, and play a few games along the way, then *S.N.O.T.* is your zine.JH

A lively lettercol combined with a good mix of subzines makes this newcomer a solid zine already. He offers a selection of Dip games and variants with some Dip available as well. I thoroughly enjoy reading this one, and it is definitely a zine in which North Americans can play in; however his short quiz each time can be difficult for non-Anglophiles. As for the title, *SNOT*, it has a different meaning each issue. I wonder when James Hardy will run out of ideas.AY

Some recent *SNOTs* have been Sunday Nobody Runs Trains, Soccer Nations Overseas Tremble, and Scruffy Neo zine Offends Tringers. In these and other cases, it pays to know a little about what's going on in Britain and the British hobby to interpret the title. The way *Kathy's Korner* was clearly and devotedly Noo Yawk, *SNOT* is a Scouser's zine, a Liverpool product in language and attitude.

It's a big zine, relative to most in the U.K., and is a team effort with subzines *Tobold* from Dave Tant and *Smodnoc* (formerly a zine) from Toby Harris. Recent letter topics have been “Best Punk Album Ever”, the Canary Islands, and dining on cat food. Check it out.PJG

S.O.B.

Chris Hassler, 631 Candia Circle, La Habra CA 90631, USA; home
phone: (714) 773-0940; email: 70514.37@compuserve.com

price: \$1 (\$1.50 overseas) cost of a sample: free circulation: 30

frequency: five-weekly

format: 12 open pages

first published: April 1993

latest issue seen: April 1995 (#22)

games offered: Stellar Conquest, Time Agent, Gangsters, Race for the White House (all free)

games running: Machiavelli (2), Gunboat Machiavelli, Die Macher, Outpost, History of the World, Gunslinger, Dune, Merchant of Venus, New World, Midway

keywords: e-mail, international, multi-games, speedy, warehouse

S.O.B. is a zine dedicated to the play of those games that you can't find just anywhere. While I don't run Dip, there is very little else that I won't run (as you can probably tell from the list above). Currently, *S.O.B.* is a bit warehousy, but I am trying to change that. I have attempted to start a letter column, an effort which has met with indifferent success, and I always encourage press in my games. I strive for a quick turn around, and I have so far managed to get the zine out in three or four days every time. So, if you're looking for something different, give *S.O.B.* a try.CH

An eclectic mixture of games. But why publish the house Machiavelli rules every issue?PB

S.O.B.—aptly named. Chris started this as a venue for the games he was GMing when the Southern California *D.O.G.S. of War* gaming club's house 'zine died.

Chris usually updates us on his doings in “Notes from Hades” (My current opinion of Southern California.), which take up no more than half the front page. The print quality is very good—everything is real sharp. I do have two quibbles, however. Some of the maps suffer from over-reduction, and the cartoons are apparently run through a low resolution scanner, often resulting in illegibility.

No Dip here; just three Machiavelli games plus single copies of six other non-variant games currently running in the 'zine, plus other(s) by flyer. Chris has a lengthy “Wish List.” Anyone interested in non-usual games should inquire. He just might run that game you've been wanting to try, but haven't been able to find anyone running. For example, I've been enjoying a game of “Gunslinger”, in which we've been watching “John Henry” getting the snot kicked out of himself by ... the “Laundry Boy”?!

Other than that, there's not much to say, as *S.O.B.* is straight forward and timely.TH

Chris runs a great zine that features a number of games that aren't run of the mill. However, of course, he specializes in Machiavelli. There's little beyond the game reports; but they are some of the clearest to read that I've seen. And, Chris's maps are top-notch. If you're interested in any of the games he has to offer, sub to this zine. You won't be disappointed.AY

There's always a column of “what's up with Chris” but the most impressive thing about *S.O.B.* is the clarity. Every report is organized for easy reading and quick retrieval, and the maps are clear and uncluttered (even for games like Merchant of Venus and Dune). A healthy dose of Calvin and Hobbes, plus printing on recycled paper, show that this is one editor who has his priorities straight. Pick this up and play something you've never tried postally before!PJG

The Spice of Life

Jef Bryant, 121, Rue Jean Pauly, B-4430 Ans, BELGIUM; home

phone: (32-41) 465311; email: 100415.2220@compuserve.com

price: 65 Belgian Francs air mail (=US\$1.90)

frequency: annual

format: 40 A5 digest pages

games: none

keywords: service zine, variants, international, French

Spice of Life is the Newsletter of the Belgian Variant Bank whose guardians are Miguel Lambotte, 8 Rue de la Basculé, B-4458 Fexhe-Slins, Belgium (E-Mail 100337.2036@compuserve.com) and Jef Bryant. The BVB covers games requests for variants and other PBM games for Europe in French and English. Enquiries in French to Miguel and those in English to Jef Bryant. A full listing of the variants and games is available.JB

Spring Offensive

Stephen Agar, 79 Florence Road, Brighton, East Sussex BN1 6DL, U.K.; email: stephen@spoff.demon.co.uk
 price: £1.20 circulation: 174
 frequency: four-weekly format: 26 open pages
 first published: June 1992 latest issue seen: April 1995 (#33)
 games offered: Diplomacy, Downfall of the Lord of the Rings (vt), Troubleshooter, Gunboat Stab! (vt), Storm from the East II (vt), Hitehiker Dip
 games running: Diplomacy, Diplomacy II, Gunboat Stab!, Storm from the East (vt), Youngstown IV (vt), City State I (vt), Cannibalism, Railway Rivals
 keywords: chat, hobby news, multi-games, variants

Stephen Agar puts out a timely and interesting publication with an emphasis on variants and British hobby commentary. I always find something interesting to read; be it a hobby history article, an article reprint from his archives or the variant rules/map printed. With his prompt turn-around, this is strictly a "read-only" zine for North Americans unless you have access to email (he also has an account on CIS).AY

From the perspective of someone who sees a (very) small selection of zines produced inside and outside of North America, I think I can safely say that *Spring Offensive* is one of the best zines being produced today... anywhere. Of course some of Stephen's British colleagues might disagree; they seem to think his emphasis is more on the "offensive" part of his title. Still I enjoy getting my copy every five weeks or so. Stephen runs a lot of games (I suspect it helps to have a halfway efficient postal system), all Diplomacy or variants. He has an extensive lettercol, where his opinions come out, and he usually publishes the rules to one or two variants each issue. Best of all, however, is the archival material, articles reprinted from his extensive collection of old zines. He even has a feature that looks at a particular zine however many years ago. Anyone who knows me will understand why I like this zine greatly.BM

Since Brent wrote his review Stephen's "British colleagues" have voted him #1 in their annual poll (tied with *Take That You Fiend*). He has been controversial on several issues, usually the result of telling it like he sees it (Andy Bate was irresponsible and hurt the hobby; somebody with some enthusiasm for novices and new zines should edit the novice zine *Springboard*; etc etc) and hence the concern over offense.

However, Stephen's main reason for publishing is not to rile folks up, it's to promote Diplomacy variants. The rules to a complete variant are included in every issue. Hobby history from Stephen's archives, both reprints and Stephen's own historical review articles, is a common feature. And in the hack, the zine is packed with games—29 running right now! Play here with email, or read it any way you can.PJG

Starwood

Melinda Holley, 1823 Enslow Blvd., Huntington WV 25701, USA;
 home phone: (304) 523-5613
 price: \$15 per tournament cost of a sample: free
 circulation: 20
 frequency: three- to four-weekly format: 10 open pages
 first published: October 1987

games offered: 7x7 Round Robin Gunboat Tournaments
 games running: 7x7 Round Robin Gunboat Tournaments
 keywords: warehouse

Melinda is folding *Rebel* but will continue to play the games she's in and continue to GM here. I don't know how many games she still has going but if you like non-negotiating Diplomacy you should get this.PJG

The Swiss Observer

John Armstrong, 2400 Mellwood Avenue #813, Louisville KY 40206, USA; home phone: (502) 895-9975
 price: free cost of a sample: free circulation: 21
 frequency: monthly format: 7 open pages
 first published: December 1988
 latest issue seen: February 1995 (IV:21)
 games running: Global Diplomacy (2, standbys)
 keywords: pseudo-newspaper

The Swiss Observer is a pseudo-newspaper that reports on its games in a colorful (if somewhat twisted) manner. I believe it offers the best of both "warehouse" and "chatzine" worlds in that it is game-oriented but still fun for non-players to read.JA

This is a wonderful small zine, which has grown into its own in the past year. *TSO* had a rough look and mildly irregular when it relaunched, but now it has become a clean, regular and entertaining read. Global Dip is a 14-player variant; running two games of this makes for a zine and audience that are just the right size. No letter column, only an occasional movie/record review, but plenty of play-of-game articles. John turned the zine back over to previous editor Frank van Dok while John served an internship in Scotland, and has now picked it up again. *TSO* still has my strong recommendation for variant fans, especially of big-board games.PJG

The Tactful Assassin

Eric Young, 4784 Stepney Road, RR #2, C2, Armstrong BC V0E 1B0, CANADA
 price: \$7.50/year (US or Canadian)
 cost of a sample: free circulation: 45
 frequency: six-weekly format: 10 open pages
 first published: 1990 latest issue seen: 16 April 1995 (#47)
 games offered: Diplomacy, Gunboat
 games running: Diplomacy, Gunboat keywords: chat, Mensa

Late in 1993 Eric listed all the deadlines for the coming year in advance and he achieved every one. It costs 75¢ per issue, Eric encourages press and he offers both British- and North American-style seasons. Obviously, *TTA* hardly needs a recommendation from me. Write Eric today.RL

Coming from the far reaches of British Columbia, *TTA* is always welcome to receive. Besides Dip, Eric has an interesting Ninjistics game that consists of puzzles. His lettercol and personal commentary column always have something to grab your attention. Worth a look if you want another to receive.AY

In spite of claims made by others about another zine, I think that *The Tactful Assassin* is the best zine in Canada. Certainly it is the best one to play Diplomacy in. Eric offers continual game openings in both Regular and Gunboat, with several options (British or American seasons, Press or No-Press). Maps are computer-generated, and if you can get used to the fact that they are sideways (relative to the printing) you should have no problem. In addition to the games, Eric has a letter column which waxes and wanes depending on the material that Eric brings up in his editorials. Currently there is an ongoing discussion of motorcycles and of gun control. There is also a challenging quiz, usually based on mathematics. This began as a MENSAs zine and a few of the games are MENSAs-only, but basically it is an excellent zine which just happens to be connected to MENSAs.BM

As Brent says, the best Canadian zine to play in. Not the best for

reading, though, because the volume rises and falls. Eric made noises about being distressed at the lack of a letter column so I hasten to add: this zine is just fine. It doesn't need ten pages of chat to justify its existence—a page of logic puzzles and a little politics is quite enough, since most readers here apparently want to move right on to their games. Dependable on schedule and in GMing.PJG

Take That You Fiend!

Kevin Warne, "The Long Room", 8 Charles Street, Grays, Essex
RM1 6DX, ENGLAND

price: £1.50 frequency: six-weekly
format: 28 A4 open pages latest issue seen: February 1995 (#136)
games running: A League of Our Own, Railway Rivals, Sea of
Despair, Breaking Away, Office Politics, Metric Mile, Choice,
and others

I've only recently begun to receive this zine, but I like what I see. It has a variety of games that I've not seen elsewhere (Office Politics, Metric Mile (track), Breaking Away (cycling)) as well as the mainstream Railway Rivals. I don't remember seeing any Dip. John Harrington is a game designer, so he sends up trial balloons in the zine and some playtesting is done. They do have an email address, so playing is a possibility (I wouldn't try it by mail as they—yes, they, it's a co-editorship—promptly turn the zine around). I like it as more exposure to British lifestyles.AY

Shared a tie for first in the 1994 Zine Poll, but I haven't seen one yet.PJG

Turn Around

NEW!!

Edoardo Mattei, Viale Sartorio 95, Rome I-00147, ITALY; email:

Ed.Mattei@agora.stm.it
price: \$5.50 circulation: 30
frequency: semiannual format: 28 A4 digest pages
first published: November 1994
latest issue seen: November 1994 (#1) games: none
keywords: international, service zine, variants, hobby news

TA is the zine of the Italian Variant Bank Custodian. It's sent to custodians and publishers as a trade. Any other person not in one of these categories can subscribe. The zine provides forum, info, news and 'sources' about PBH and PBM.EM

Eddy is the Italian variant bank custodian and number custodian for Machiavelli. This is a service zine very similar to *Spice of Life*. JB

Yet another offering by the Italian hobby. This is an English effort to expand interest in Diplomacy (by making the International Hobby more aware of the Italian hobby and the Italian hobby more aware of the world hobby). An emphasis is on variants as the editor is the Italian Variant Bank Custodian. The first issue had articles about Internet Diplomacy, Who's Who on the International scene (both custodians and zines), and Variant Playtesting. It appears that it will not include any game play. Recommended if you're interested in the International scene.AY

Variants & Uncles

Mark Nelson 1st Floor Front Flat, 3 Kelso Road, LEEDS, West
Yorkshire LS2 9PR, ENGLAND; email:
amt5man@amsta.leeds.ac.uk

price: 'the usual' format: 12 A4 digest pages
games: none keywords: variants, service zine

No telling what this will be like. Mark has a history of disappearing from print for long stretches of time, then popping up with a flurry of fanac. 'The usual' means you get this (and anything else Mark publishes) by submitting a letter, article or zine for trade.

What it's supposed to be is an 'official' zine for the Variant Bank in the U.K., which Mark took over from his brother. Hence it includes gamestarts and finishing stats, plus the index of variant rules Mark has on file and possibly even the rules to an occasional variant.PJG

Where is my mind?

NEW!!

David Oya, 24 Kingsway, Banbury, Oxon OX16 9NY, U.K.

price: 3p/page plus post
frequency: six-week format: 16 A4 digest pages
first published: September 1994 latest issue seen: April 1995 (#5)
games offered: Diplomacy, Gunboat, Game of the Clans, Railway
Rivals, Bus Boss, Crossword Game, Snowball Fighting,
Mornington Crescent, Breaking Away, Golden Strider,
Middleman, Tribute
games running: Railway Rivals, Middleman, Tribute, Soppo
Rivals, Mornington Crescent, Breaking Away, Golden Strider,
Preposterous Prose
keywords: chat

One of the best zines in Britain, and one of the freshest zines anywhere in the Dip world. Its attitude is irreverent without flippancy; the letter column wanders back and forth between serious (King James Bible, animal rights) and light (King Crimson, tv) topics, leaning toward the serious. Still, 28 pages of letters and you're bound to have all kinds, and David does among his readership.

Games include several of the skittles games popular in the U.K., race and card and number games. This is the only English zine I know of still running a Poesemeister variant, which adds to the linguistic fun in the lettercol. Six-weekly as usual for the international zines, but there's enough to keep you busy between deadlines!PJG

World Diplomacy

Larry Peery, 6103 Malcolm Drive, San Diego CA 92115, USA

home phone: (619) 582-2904; work phone: (619) 677-5436; fax:
(619) 458-5250; email: peeriblah@aol.com

frequency: irregular format: open pages
first published: Spring 1991 latest issue seen: May 1995
games running: none

We all thought Larry had folded this when, at the start of the year, he mailed out "The Peery Diplomacy Letter", with a junk-mail style of underlining key items and bullet presentation of a half dozen ideas or topics. Well, now back comes WD so I'm not sure what title to include Larry under.

Larry has published since the mid-60s so he can be excused if he chooses his own calendar and title to operate under. Suffice to say that if you want to keep up with the many ideas and projects of the hobby's busiest organizer, write to LP and say, "I want Peeriblah!"PJG

Yellow Pajamas

NEW!!

Paul Milewski, 4154 Allendale Drive #2, Cincinnati OH 45209,
USA

price: 50¢ frequency: monthly format: 6 letter booklet pages
first published: March 1995 latest issue seen: May 1995 (#3)
games offered: Diplomacy games running: Diplomacy, Gunboat
keywords: warehouse

A very very new and apparently speedy zine. Paul is well known in the hobby for his letters on mathematical, statistical and Diplomacy topics, and the expectation was that when he started a zine it would be on time and precise in GMing. So far that's right, a difficult task since he's taken on a couple of sloppy orphans.

I think Paul is still accepting signups for new Dip games. I know he'll provide some hobby news each issue (personal comments might be rare: issues 2 and 3 each had small anecdotes from Paul's real life, but in issue three they took up all of one inch of paper). *Yellow Pajamas* has fictional detectives as one theme, but I suspect that quality play-of-game will be its predominant feature.PJG

Zero Sum

Richard Weiss, 241 Condo Lane #523, Tamuning 96931, GUAM;
home phone: (671) 646-4166

price: \$1 cost of a sample: free circulation: 50
frequency: four-weekly format: 20 open pages
first published: April 1992 latest issue seen: 17 April 1995 (#38)
games offered: Diplomacy, 1995 PBM Zine Spy Dip Championship,
Railway Rivals, Summit, contests, Colonial Dip
games running: Diplomacy, Gunboat, Fog of War, Nuclear Yuppie
Evil Empire Dip 7x7 tournament, 7x7 Gunboat tournament,
Flash of Illumination Dip, Railway Rivals
keywords: chat, variants, rail games, speedy, contests

The credo of *Zero Sum* is "Compete, Communicate, Enjoy." To further the competition, the rules are cutthroat and games end in a solo win or a 7-way draw. To further the communication, games are black press unless a majority votes otherwise. To further enjoyment, there is lightning turnaround, and accessible discussion column, lots of Dip games and variants, and monthly contests ranging from deaths to O.J. to sports to economics. Since the first issue, *Zero Sum* has had more issues than months, a truly dependable zine in which to enjoy the hobby. There are no game fees, either.....RW

Nothing flashy. Just good, solid Dip and variants.PB

Richard is constantly improving *Zero Sum* and the recent face-lift makes it that much better. He does have off-the-wall contests (OJ Simpson Trial and the annual Death Contest); but they are all in fun. The lettercol is interesting and his game reports are well done. Go ahead, give it a try.AY

Zero Sum is indeed nothing flashy, but it goes beyond the basics. Richard is not shy about his life or his opinions, and the contests he runs are also interesting thought puzzles and comment on society. Richard's turnaround is among the fastest, and mail to and from Guam (which goes at the regular US first-class rate) apparently takes less than a week. I dare say *ZS*'ll be *more* interesting than ever as Richard reports on his new surroundings—he's already been snorkeling and eaten hecletnut and see tree-snake roadkill. Sign up here for games you can't get anywhere else.PJG

Zine Register

Pete Gaughan, 1236 Detroit Avenue #7, Concord CA 94520-3651,
USA; after this issue edited by Michael Lowrey, 6503-D
Fourwinds Drive, Charlotte NC 28212

price: \$2 (\$4 overseas) cost of a sample: \$2 circulation: 60
frequency: semiannual format: 26 open pages
first published: April 1981? games: none

Hey, *ZR23* was absolutely Superb !!!!! On general principle I'd say there "must" be improvement that could be made—I just can't think of any. Great job, Pete.BC

I'm going to miss *ZR* at lot under your control—but I heartily endorse your alternate plan (daddyhood) and if you and Cathy have just one-tenth the fun I've had, you will be very happy people. I wish you all manner of joy.CvM

Bring back the digest format! It was easier to find when lost (or perhaps less likely to get lost by being buried).PB

Pete has taken this and made it a superior publication. The only two problems were that he was taking to a yearly publication (though it makes the reviewers job a bit easier) and that, now, he's only producing one more issue before turning it over to Michael Lowrey. Not that I think Michael will do a poor job; but that Pete still could have made more of his mark on the publication.

The addition of the international reviews is a big boon to help bring the global community together. The keywords and cross reference is also another feature of tremendous value.

All in all, a great job—and I'm looking forward to this issue! AY

Every person who has edited *Zine Register* has injected a bit of his own personal philosophy into the production. The contrast between the Garret Schenck period (digest size and abrasive) and the Pete Gaughan period (open face and tough but fair) has been most apparent. In his three issues Pete has restored the reputation for impartiality that Garret had endangered. One of the North American hobby's most ardent internationalists, Pete ended the ghettoization of foreign zines in the *Register*. Not of course that Pete's period hasn't been controversial, it has. One thing about Pete, though, is that when you offer him a suggestion, he'll at least consider it. As for the future, we now have new editor Mike Lowrey. For him I offer a few suggestions. I like the digest format better than open face. Better still might be to use 11x17 paper folded and stapled into a booklet. The important thing to remember in editing *Zine Register* is that it isn't exclusively your forum; you may not like something about a particular zine or type of zine but your obligation is to present the facts and to present your opinion in a polite manner. You can comment on the political, intellectual, or operational qualities of a zine and its publisher, but you must make it clear that your comments are your own opinions and that they don't count for any more than the opinions of any other reviewer. Most of all, remember you are here to serve the hobby, and the best way you can do that is to avoid petty name calling.BM

Zine Register trades and subs

Editors: If you are getting *ZR24* because you've been trading your zine, *please start sending your zine to Michael Lowrey immediately*. If Michael is already getting your zine of course you'll have to work out an arrangement with him, but I strongly encourage every editor to make sure he sees every issue you publish!

If I (Pete) want to subscribe or trade to keep getting your zine, you'll get a separate note from me. I thank all of you for sending your publications, but now I'll have to cut back on my reading to make way for a baby!

Subscribers: If you paid for a subscription to *Zine Register*, chances are this is the last paid issue you'll get. The only people who have any further issues of *ZR* coming are:

Brian Alden, Morry Veer (\$4 balance remaining)
James Allen (\$2)
Frank Cunliffe, Chris Hassler, Jeff Hoffman (\$1)
Gregory Doyle and Alan Stewart (50¢).

These balances have been forwarded to Michael; I don't know what price per issue he'll be charging.

I will have supplies of *Zine Register* to sell for at least a month or two—this issue is being sent to 50 Dipsters, so I'll print 75 copies. When those extra 25 run out, whether I print another run or not depends on how long it'll be before Michael gets his first *ZR* published.

.....PJG



printed on
recycled paper

The Second String

Against the Odds

Craig Reges, 13 Cedar Lane, Succasunna NJ 07876, USA

price: \$4/10 issues cost of a sample: stamp circulation: 15

frequency: five-weekly format: 5 open pages

first published: December 1988 games running: Diplomacy

A MENSA zine, no update received.....PJG

American Diplomacy

Buz Eddy, 7500—212th Street SW, #205, Edmonds WA 98020, USA

first published: July 1991 latest issue seen: 21 October 1994 (#30)

games running: Diplomacy prize games

Last summer, Buz combined his *Maelstrom* and *American Diplomacy Register* into a single publication. It is dedicated to compiling ratings of North American Diplomacy players, tracking tournament play, encouraging face-to-face game reports and to running "Prize Games" for the higher rated players. Buz usually adds a bit about his doings. Not recommended unless you are interested in ratings or watching games between top-notch players.AY

Not seen since Buz combined the zines.PJG

The Armchair Diplomat

Bob Aube, RR2, Box 770, Sawyer Road, Green ME 04236, USA;

email: 74270.2276@compuserve.com

price: free except for CIS online connect fees circulation: 65

frequency: weekly format: approx. 50K electronic file

first published: February 1983 games running: Diplomacy

The CompuServe online zine—no update received.....PJG

The Batyville Gazette

Ralph Baty, 4551 Pauling Avenue, San Diego CA 92122, USA

Ralph does an excellent job of putting out a zine. The maps and game reports are as good as any in the hobby. Unfortunately, there is little beyond the game reports. Ralph teases us with very short blurbs on what he's up to; but no more. If you are just looking for a place to play, you can't go wrong here.....AY

Never seen, no update received.....PJG

Cogniscenti

Randy Cox, P.O. Box 1144, Clemson SC 29633-1144, USA

first published: March 1993 latest issue seen: September 1994 (#10)

games running: Boggle, Circus Maximus, Civilization, Daytona

500, Diplomacy, Dune, Facts in Five, Football Strategy, Guns of

August, MSFL Football, Scotland Yard, Silverton, Source of the

Nile, Stock Market Game, Stocks & Bonds, Supremacy,

Swashbuckler, US Diplomacy (vt)

This 'zine is for game people. Whether one's forte is boardgaming, conventions, game collections, puzzles, quizzes, or maybe even role playing, *Cogniscenti* will attempt to give each reader a little of what they want. It offers most multi-player games ever invented, usually for nothing more than the price of a sub and as a result, standard issues will be somewhat hefty. The downside is that, given sufficient readership, bulk rate postage will be used to defray the expense of mailing books eight times a year. And that sometimes means lost or late issues. We'll see how this notion goes. One feature of this 'zine is that many previously non-zine subscribers have jumped on board, so it's a place to find new blood.....RC

A massive undertaking. Where else can you play Scrabble, Diplomacy, Circus Maximus, Liftoff, Dune, AD&D, The Stock Market

Game, Silverton, and Swashbuckler? Unfortunately, the lag time between orders deadlines and publication becomes longer and longer. This is due somewhat to logistics as there are several subzine editors, due to sheer size (the Sep '94 issue had 140 pages!), and perhaps due to expense (that issue came with \$2 worth of postage affixed). At \$1/issue sub fee, Randy must be losing money by the wheelbarrow.....PB

In a word—*massive*. Randy and his subziners offer a very wide variety of games and one of the largest lettercols I've seen. Be advised, the commentary is rough and is specifically "intended for adult audience(s)". I'd get a sample just to see what's offered and if this zine will be of interest to you—who knows, you may get hooked.....AY

Dip "R" Us

Jack Jewart, 24508—38th Ave. Ct. E, Spanaway WA 98387, USA

Dip "R" Us, last I heard was still waiting for another player before he would send out issue #1. I don't know that you should list it at all; maybe in the second string section as it isn't really active and I don't know that Jack is still interested in publishing (I haven't heard anything about it from him in quite awhile).....AY

Jack is a 'character' but also a well-known strategy gamer....PJG

Electric Trains

Ken Hill, 6199 Rockland Drive, Dublin OH 43017, USA; email:

70357.431@compuserve.com

price: free except for CIS online connect fees circulation: 25

frequency: weekly format: approx 30K electronic file

games running: Railway Rivals, 1830, Empire Builder, Nippon

Rails

keywords: e-mail, warehouse, speedy, rail games

No word, not seen in over a year.....PJG

The Game's Afoot

David Smith, 5038 Boca Raton, Garland TX 75043, USA

frequency: monthly format: 5 open pages

games running: Diplomacy keywords: warehouse

Available only to a local group of players affiliated with a high school in Dallas.....PJG

The Gamer's 'Zine

Earl Whiskeyman, 27 Mark Street, Milford CT 06460, USA

first published: July 1981 latest issue seen: 15 October 1994 (#194)

games offered: Gunboat

games running: En Garde!, Machiavelli

I cut my Dipping teeth on this one, and I'll keep with it to the end. Unfortunately, there have been a dearth of game starts in the past year—just one Machiavelli and the occasional En Garde move. Earl's been trying to spice up the zine with an additional GM, convention reports and game reviews; however these outside columns (except for the Machiavelli game) are sporadic. Earl can use a number of players to breath life back into this fine zine.

Late word from Phil Spira (onc of the house GMs in *The Gamer's 'Zine*) is that Earl Whiskeyman 'is no longer the editor/publisher of the 'zine. Those responsibilities are now on the capable shoulders of Carolyn Boselli. I haven't received an issue of *TGZ* in quite a bit, so that explains why it's been missing.AY

It's enough explanation, anyway, for me to include *TGZ* in the hope that onc or another editor will get the zine out again soon.....PJG

jGooooooooooooooooo!

Don Del Grande, 142 Eliseo Drive, Greenbrae CA 94904-1339, USA

One of the United hobby zines and nothing else. It's well GM'd and a fun game.AY

I haven't seen this one. I've heard complaints about Don's houserules—apparently he inherited Bill Becker's old *Angst United* league, but then changed the system for playing games. Still, there aren't enough United zines in the U.S. that a soccer fan can afford *not* to get this.PJG

Meet George Jetson

Brad Wilson, Box 532, Paoli PA 19301-0532, USA

first published: ??? latest issue seen: 25 January 1995

games running: Diplomacy, Gunboat Dip, Balkan Wars (vt), Philadelphia Dip

Brad has had family and job problems over the last couple years and this has wreaked havoc with his publishing schedule. *Vertigo*, when it next appears, will be worth the wait as it is always a good read (Brad is, after all, a newspaper reporter). *MGJ* is the flyer that carries the burden of moving the games along and it has just brightened my mailbox (9 Feb) for the first time since October.PB

Brad keeps *Vertigo* on life support by the infrequent *Meet George Jetson* games flyer. One of these days I hope to see *Vertigo* return to its former glory!!AY

Haven't seen *Vertigo* in a long time, so this must be Brad's real zine. Either way, I very much like what Brad does. He has his share of delays, but the games and press are entertaining enough that I don't care, or maybe I have been inured to that aspect. I do miss his *Vertigo* letter column and lengthy hobby harangues, though.PR

Orphan Son of the Podunk News

Bob Hartwig, 6612 West 113th Avenue, Westminster CO 80020

first published: December 1990 last seen: May 1995 (#33)

Bob continues running down to a fold, however he does publish the wild writings of Dan Hanson, which have been nominated for the hobby's literary achievement award this summer.PJG

The Prince

Jim Meinel, PO Box 241645, Anchorage AK 99524-1645

first published: September 1982 last seen: 11 June 1995 (#138)

Down to one game, Jim send this to players only.PJG

The River City Railway Gazette

Michael Quist, 2875 Irving Avenue #24, Minneapolis MN 55408, USA

first published: May 1994 latest issue seen: November 1994 (#5)

games running: 1830, 1835, Railway Rivals, Silverton, Merchant of Venus

Like *Cogniscenti*, another 'zine that may have grown too big, too fast. Offering 1830, 1835, Railway Rivals, and Silverton and soon offering 1829, 1856, and 1870, this will be the premier railroad game zine when it overcomes its birthing pains. There are a lot of hungry railgamers out there and the temptation to accommodate them all is strong. Mike has probably bitten off more than he can chew as the 18xx games are a real pain to GM, but should he be able to devolve some of the games to subzines that go independent he ought to be able to get things back on time and budget.PB

If you're into rail games, here's the place to be—and you should hurry before all the game openings are full. The 18XX series, Railway Rivals, Empire Builder, and Silverton are all featured; with some being farmed out to guest GMs. Michael includes articles on the hobby and has an interesting lettercol. The zine is having some growing pains, that's why the openings are going to be limited for a bit. However, I

expect Michael will make it over the bumpy crossing and into a regular production schedule. Recommended for you rail game buffs.AY

Excellent type, contains very many 18xx and Railway Rivals games, but has taken on a great volume of games and so can be expected to appear late.RS

Michael overextended himself both with GMing duties and with games begun as a player, and shows no sign of recovering from either. I don't expect to see the *Gazette* again.PJG

Up Around the Bend

Haz Bond, 50 Meyer Street, Hanley, Stoke on Trent ST1 2JD, U.K.

price: 50p + postage

frequency: irregular

first published: April 1991 latest issue seen: November 1994 (#30)

games running: Diplomacy, Chess, Railway Rivals, Sopwith, Breaking Away, Chaos II Dip, Nuclear Holocaust, Time Lords Dip III

Recently resurrected after various personal problems, I have only seen the last few issues of *U-Bend*—and by jove they're rather good! Very off-the-cuff and amusing in the Bond paternal style.JH

War Fair

Stephen Glasgow, 32009 Pendley, Willowick OH 44095, USA;

home phone: (216) 944-4036; email: AceKnight@aol.com

price: \$10/year (\$8 renewal) cost of a sample: free circulation: 40

frequency: five-weekly

format: 24 open pages

first published: November 1989

latest issue seen: December 1994 (#49)

games offered: Bourse

games running: Diplomacy, Small World (vt), Anarchy V (vt),

Balkan Wars VI (vt), Winter 1898 (vt) keywords: chat, Mensa, variants,, puzzles

If you like maps with action graphics, this is the zine for you. WF has placed highly in the Runestone Poll the last couple of years (3rd and 4th)! I fill in white space with cartoons, and include a variety of puzzles.SG

One of the best sets of game reports and maps around. Stephen adds a blend of political commentary, puzzles and whatever else strikes his fancy. Send for a sub, you'll certainly enjoy it.AY

Won If By Land

NEW!!

Jason Wilke, 2042 Dalton Avenue, Deltona FL 32725, USA

first published: April 1994

latest issue: May 1995 (#13)

games running: Diplomacy, Machiavelli, Algernon Dip

keywords: variants, multi-games, Mensa

Only seen one issue, and that had a color wallet photo of Jason glued to the masthead! The only zine in the past decade to run Algernon Dip (a rat-maze variant). However—he's already setting the zine aside for a time, putting the games in the hands of temporary GMs while he goes off to a year of school in Germany. Promises to be back next summer, which is why I've included him here.PJG

Y Ddraig Goch

Iain Bowen, 5 Wigginton Terrace, York YO3 7JD, U.K.

first published: September 1985 latest issue seen: April 1995 (#88)

games running: Diplomacy, Government, Railway Rivals, 1830,

Snowball Fighting

If he'll let you subscribe, you should. But in an effort at zine-weight-loss, he's cutting trades and readers mercilessly. Write an erudite plea and you may be granted an audience.PJG

Editor's Note:

My thanks to the contributors who wrote many more excellent reviews, which are not included here only because the zines themselves are running down or out!PJG

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Michael's Plans

new editor: Michael Lowrey,
6503-D Fourwinds Drive,
Charlotte NC 28212, USA

Michael Lowrey will scale the *Zine Register* down somewhat, but he hasn't made all the format and layout decisions yet. He indicates he's shooting for eight-month intervals between issues, which would place #25 in February or March of '96.

He may also restart the Zine Bank zine-sample service. If so, he'll make an announcement to that effect after the first of the year.

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Beleaguered
Blut und Eisen
The CDD Medical Journal
Compendio ars Diplomatica Int'l Edition
Cyberdip
The Diplomatic Pouch
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